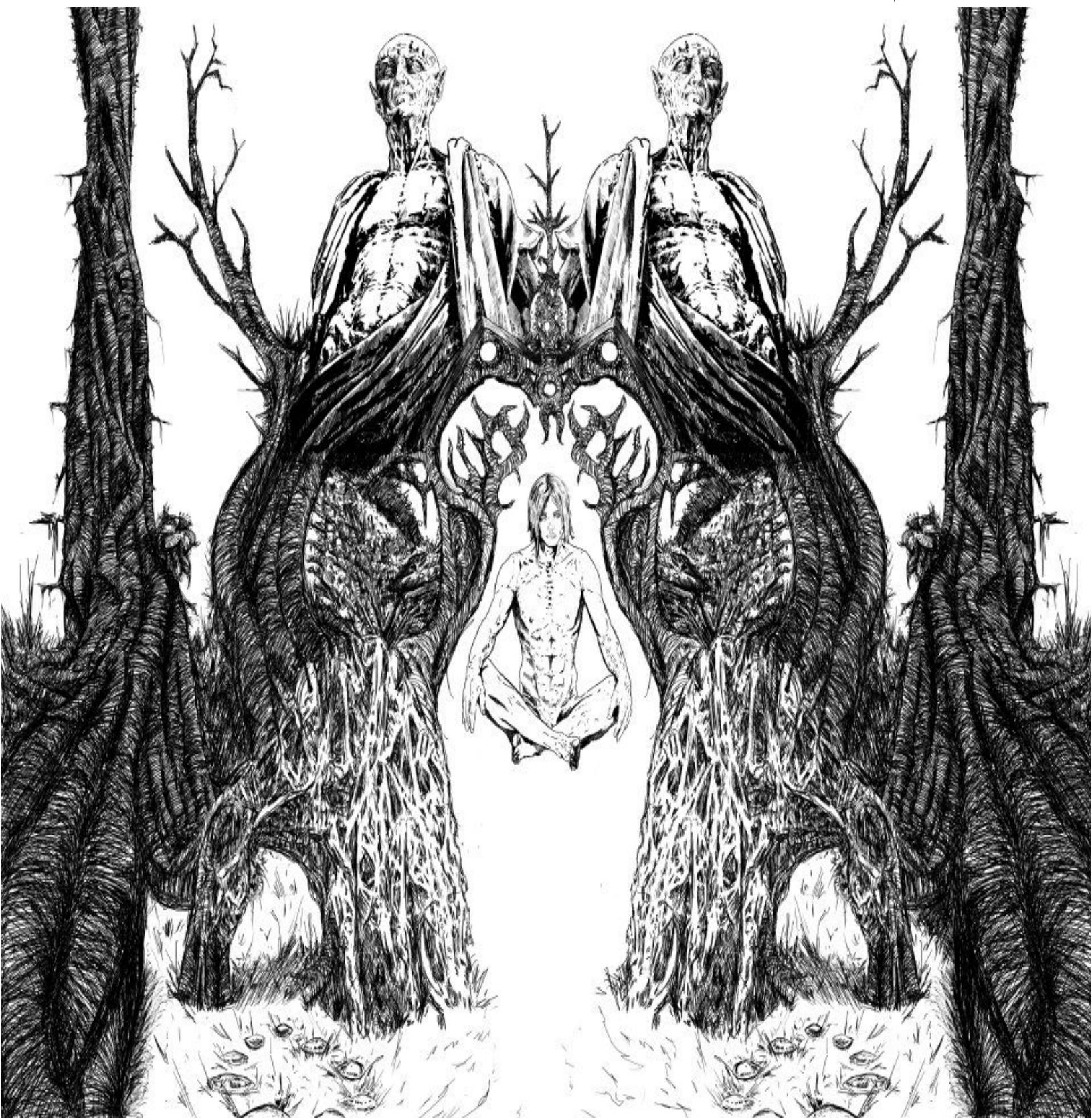


# SURREAL GROTESQUE

ISSUE ZERO: THE BEST WEB COMICS AND ARTISTS



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# Letter from the Editor

To Whoever actually Reads These Things:

I have been a lifelong comic book fan for as long as I can remember. I remember as a child the excitement of going to my local liquor store around the corner and being able to pick up a comic book, usually along with some salty snacks. (Yes, I was a fat kid). Comic books were my first exposure to reading. My father would read me issues of everything from Archie to the Avengers and knowing what those white blobs of words were above the character's heads and what they were saying excited me to start reading books and using my imagination. Some people have a stigma against comics, they think it promotes laziness or that it stifles the imagination of a child because they aren't using their imagination but rather seeing what the artist wants them to see. I call bullshit to this. Children learn how to read with picture books all the time. The art of drawing pictures with words is something primal and goes back to the caveman days. Storytelling through symbols are how the Egyptian's communicated from beyond the grave.

Comic books or graphic novels or whatever you want to call them, enrich the imagination and inspire people. Personally if it wasn't for comics, I wouldn't be a reader. I would have been like the typical MTV generation kid who would rather watch reruns of "Dawson's Creek" than pick up a novel. Although I am a Netflix junkie, I can also appreciate a good book, I may read a little slower now because I read for the words and not just the story like I used to. I have become a critical reader of novels but I can still appreciate a good comic book. When an artist makes each and every line count. It makes me care enough to want to read the comic. There are some mainstream companies which have been spitting out the same character adventures for years, I grew up on them and I'm sure you did too. They are iconic and usually starring in movies at your local cinema but sometimes these characters grow stale. While there are amazing artists and storytellers who can revamp and recreate these characters to appeal to a new generation, there are also thousands of other artists and writers out there who want to break into the industry, who have fresh ideas and don't want the same story.

As much as I love Spider-man, sometimes I want to read Sandman, as much as I am a fan of the Batman, I would rather read Y-the Last Man. Sometimes we want our comic books to have a little edge. I don't want to be able to read the same comics that a twelve year old can, I don't want my reading material to be safe for work. Sometimes I like a little nudity, profanity and a little of the ultra violence in my pictured novels. Is that too much to ask? As I was exploring the web recently I found that there is an entire community developing for web comics and not your typical Garfield or wide-eyed anime character stuff. These people are playing with monsters, demons and creatures from beyond the grave. They are showing us frightening images and surreal visions that most mainstream comics would run from. I sincerely believe these people are the future. They are what the medium is really about. These are your kickstarter projects, your deviantart fanatics, these are the artists who the internet gives a voice to. If you like what you see here, pass it along. Through Issuu you can download it as a pdf file and view it on your Kindle Fire or Ipad. This material is FREE. This magazine is FREE. This is a project of passion, that's why I ask that if you enjoy this, please consider making a five dollar donation through paypal on my site. There is a link on the main page. Again, I appreciate your readership and hopefully with your help some of these people can gain new fans and maybe one day be in print.

Surreally Yours,

Daniel W. Gonzales  
[www.surrealgrotesque.com](http://www.surrealgrotesque.com)  
[www.facebook.com/TheSurrealGrotesque](http://www.facebook.com/TheSurrealGrotesque)

WILL NOTHING SATISFY THEIR TASTE FOR THE DEAD?



A GRIS GRIMLY FILM

# CANNIBAL FLESH RIOT!

MAD CREATOR PRODUCTIONS PRESENTS A GRIS GRIMLY FILM "CANNIBAL FLESH RIOT!"

STARRING DAVID BACKHAUS AND DUSTIN LOREQUE MUSIC BY PETER SANDORFF DIRECTOR OF PHOTOGRAPHY BRIAN DAVIS  
EDITOR ERIK CAMPBELL CO-PRODUCER ROBERT SELF WRITTEN, PRODUCED AND DIRECTED BY GRIS GRIMLY

# DEMONIC FAIRY TALES: A CONVERSATION WITH CHRIS GRIMLY



1. Your art seems to have this interesting blend of a child-like quality with a sinister edge. Where does that come from?

I think it comes from two places. First off, I have always been in a constant struggle between good and evil. Even though I feel like I'm a good person and strive to achieve purity, I am consistently battling with the devil. I now realize that this will be a never ending game on earth. Because although he might never win, I can never beat him. So it continues.

The other reason for this duality is that I never set out to illustrate children's books. Most of my influences are comic book illustrators and other adult oriented artists. I was

offered a job illustrating a children's book and took it, bringing my inspirations in adult illustration into the process. That, and a love for horror movies, is what creates my style.

2. Who are your favorite artists that inspired you?

My inspirations are always changing. But the artists that have influenced me the most are Ralph Steadman, Egon Schiele, Edward Gorey, Sam Keith, Bill Sienkiewicz, Big Daddy Roth, Jack Davis and Charles Addams.

3. You have worked with some legends in the industry like Neil Gaiman, what was that like?

Neil was great to work with. It was a very inspirational collaboration.

4. You also run Mad Creator Productions, you are breaking into the film industry. Tell us more about Cannibal Flesh Riot! and some of your other upcoming projects.

Cannibal Flesh Riot! started out as a project I wanted to do just for fun with my friends. But it turned out much better than I anticipated and people seem to like it. I've continued to do similar projects like this including a few music videos and my second featurette Wounded Embark of the Lovesick Mind. I want to continue to create films, even on a larger budget, as long as I don't have to compromise who I am. If I have to sell my soul, I'd rather dig ditches.



5. What other book projects do you have planned for the future?

Currently I am finishing a 200 page re-imagining of Mary Shelley's Frankenstein and the third installation to the Wicked Nursery Rhymes series. Both of these are due for a 2013 release. Other than that, I am working on my version of the Billy Goats Gruff.

6. You have a nice collection of original prints on your site too. Do you find that you get a lot of collectors who seek out your stuff?

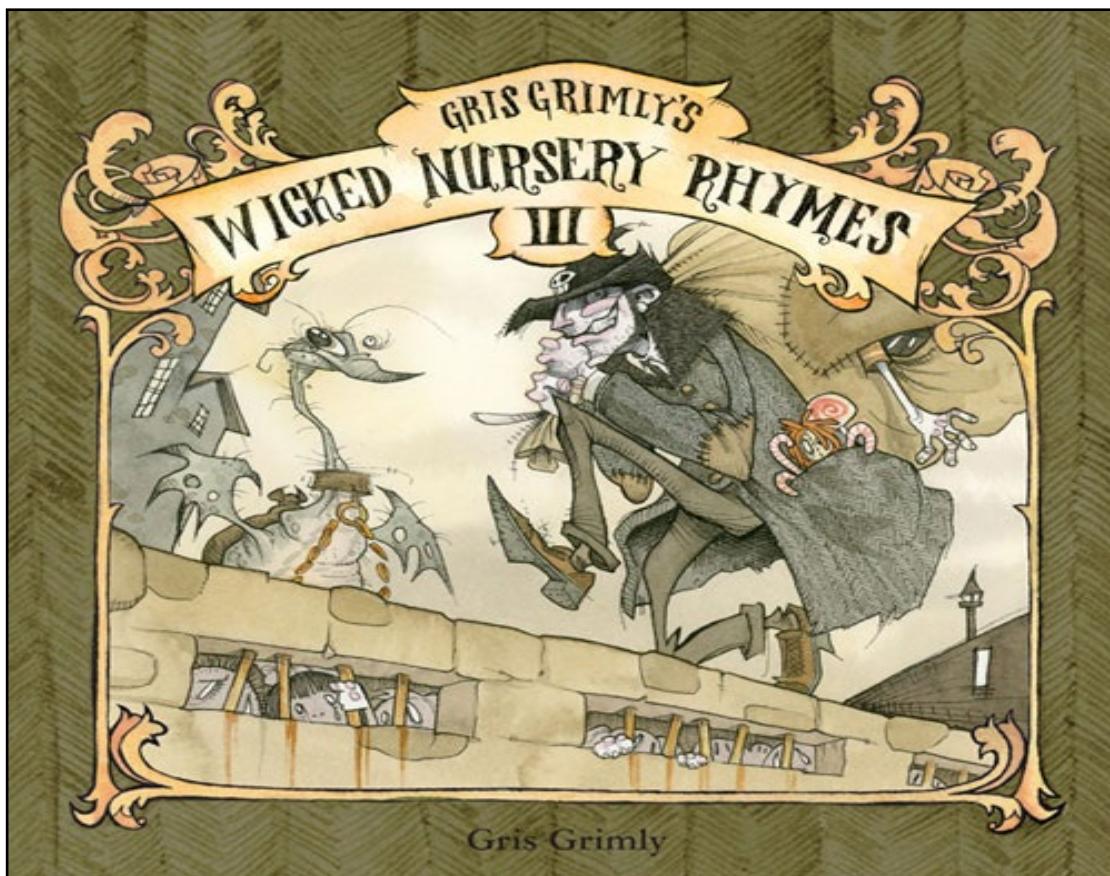
I have found that I have collectors from all different price points. There are those who collect the books and t-shirts. There are those who collect the prints. And there are those who collect original art.

<http://www.madcreator.com>

<http://www.facebook.com/pages/Gris-Grimly/56134890961>

<https://twitter.com/grisgrimly>

<http://www.youtube.com/user/grisgrimlyfilms>





A PSYCHOLOGICAL ANTI-LOVE STORY BY GRIS GRIMLY



WOUNDED  
EMBARK OF THE  
**LOVESICK  
MIND**

STARRING

DAVID BACKHAUS AND

ORIGINAL SCORE BY

DARLA GORDON THE ANTARCTICANS

A MAD CREATOR PRODUCTIONS FILM WRITTEN, PRODUCED AND DIRECTED BY GRIS GRIMLY

© 2010 Gris Grimly and Mad Creator Productions. All rights reserved [www.lovesickmindmovie.com](http://www.lovesickmindmovie.com)



FELIS PROFESSOR DOMESTICUS

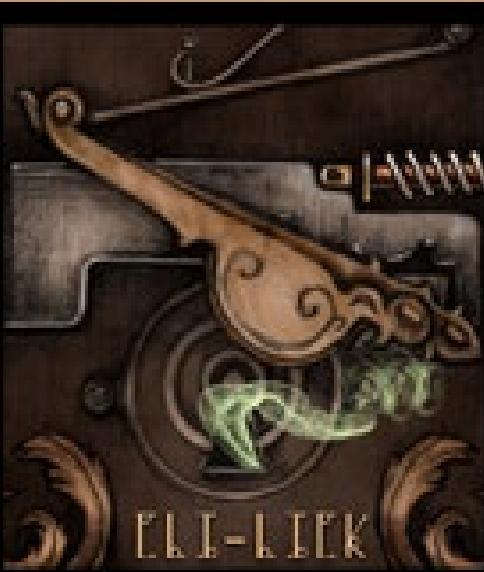


HAIRBALL REMEDIES  
*for*  
THE SOCIALLY AWKWARD CAT



# SENSORY DISTORTION





# Sanctus Sanatorium

## CHAPTER I



## OFFERINGS

Chapter 1  
Dedicated to the works of  
Neal Gaiman & Michael Zulli

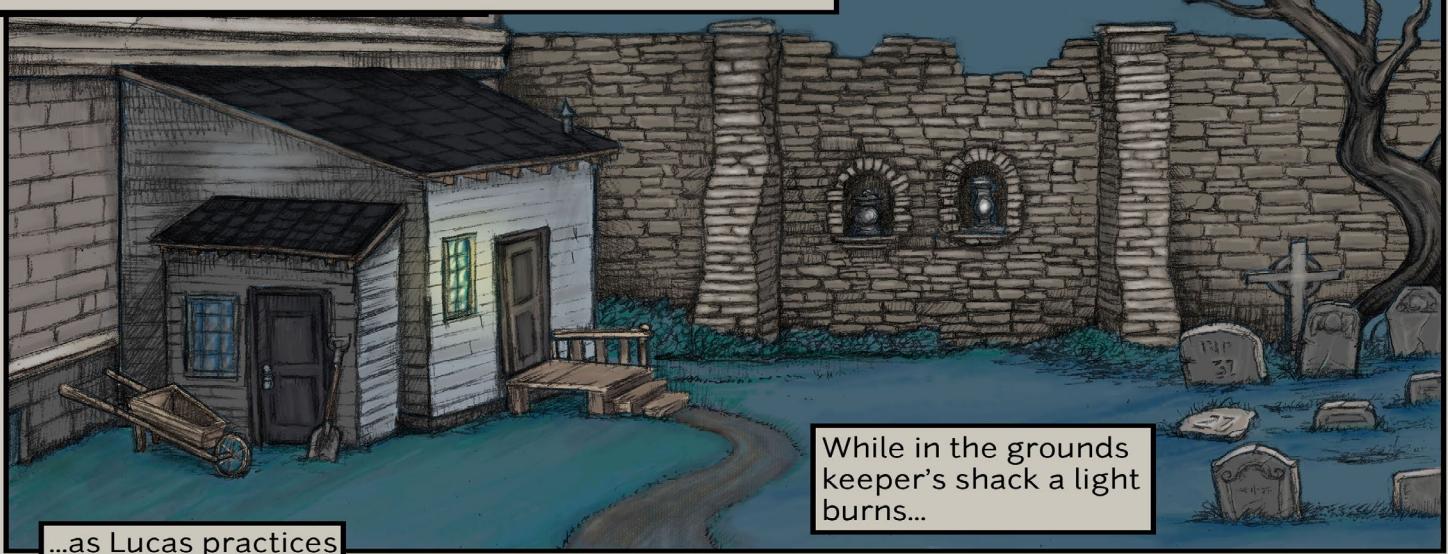


Written, drawn & digitally colored  
by  
David Downs





In the southeast corner, shadows grow deeper near the 'Old Wall' that overlooks the sanatorium's graveyard.

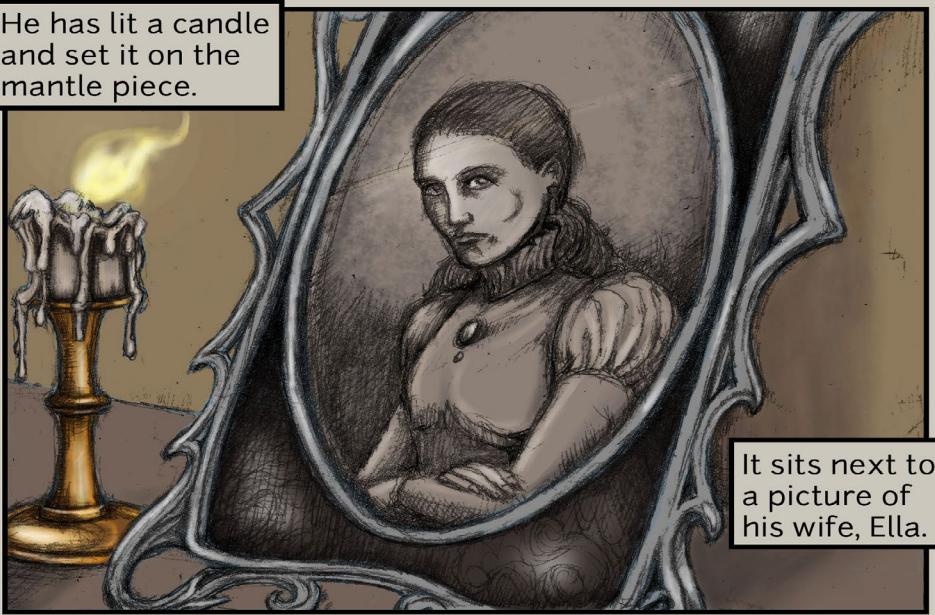


While in the grounds keeper's shack a light burns...

...as Lucas practices his nightly liquid benediction.



He has lit a candle and set it on the mantle piece.



It sits next to a picture of his wife, Ella.

She has been dead nearly three years.



Tonight would have been their wedding anniversary.

They both worked here at the asylum when they met, fell in love and then married. She worked as a cleaning lady, washing linens and cleaning cells.



They both were excited when she became with child.

But sadly the child was stillborn.

Ella fell into a dark melancholy. Her eyes held a distant sadness and she simply lay in her bed clutching a doll as if it were her child. Something had to be done.

Under the advice of Dr. Thaddeus Brown, Lucas had her committed.



→ Obscuro  
Sanctus

Patient n°

Prognosis as to loss of still to care for he

Diagnosis as listless behav surroundings

Patient must allows her to for a period of time whereas she will be able to cope with her grief.

certified by attending physician & witnessed

*Lucas Lucas*  
*Thaddeus Brown*

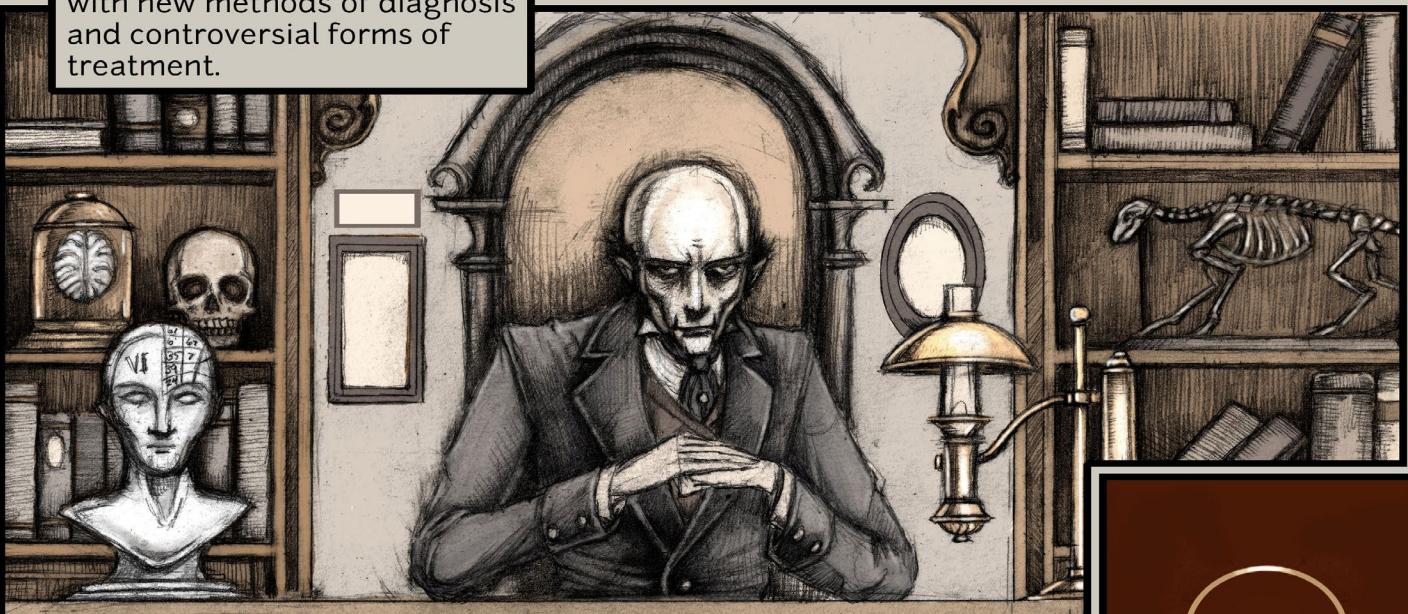
Under the care of Dr. Brown, Ella seemed to respond. His prognosis was hopeful for a full recovery...

...then Dr. Brown mysteriously committed suicide...



...and Dr. M. A. Pravus was appointed head of Sanctus

Dr. Pravus came from Hungary with new methods of diagnosis and controversial forms of treatment.

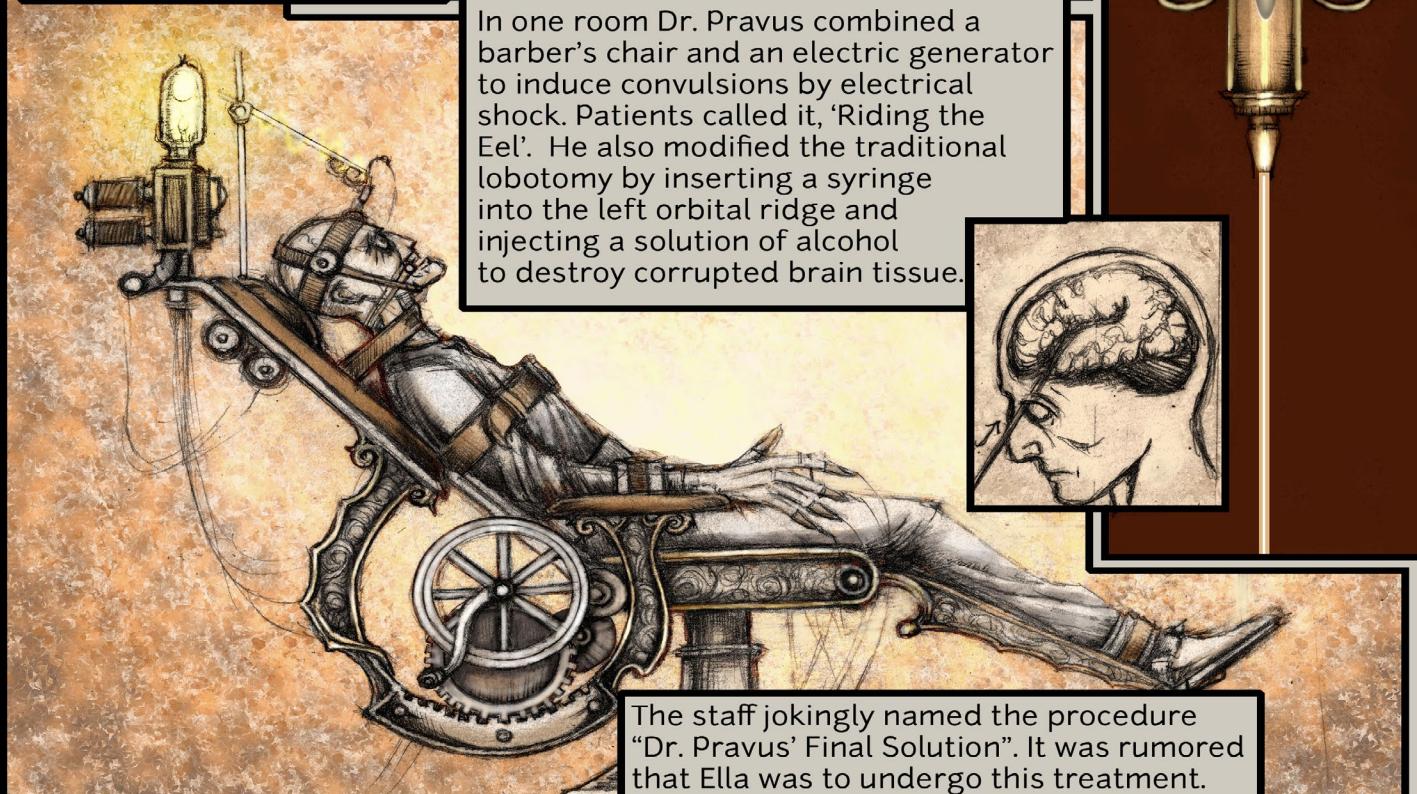


He diagnosed Ella as suffering from a mental disorder called 'Dementia Praecox', and that she had become a danger to herself and others.



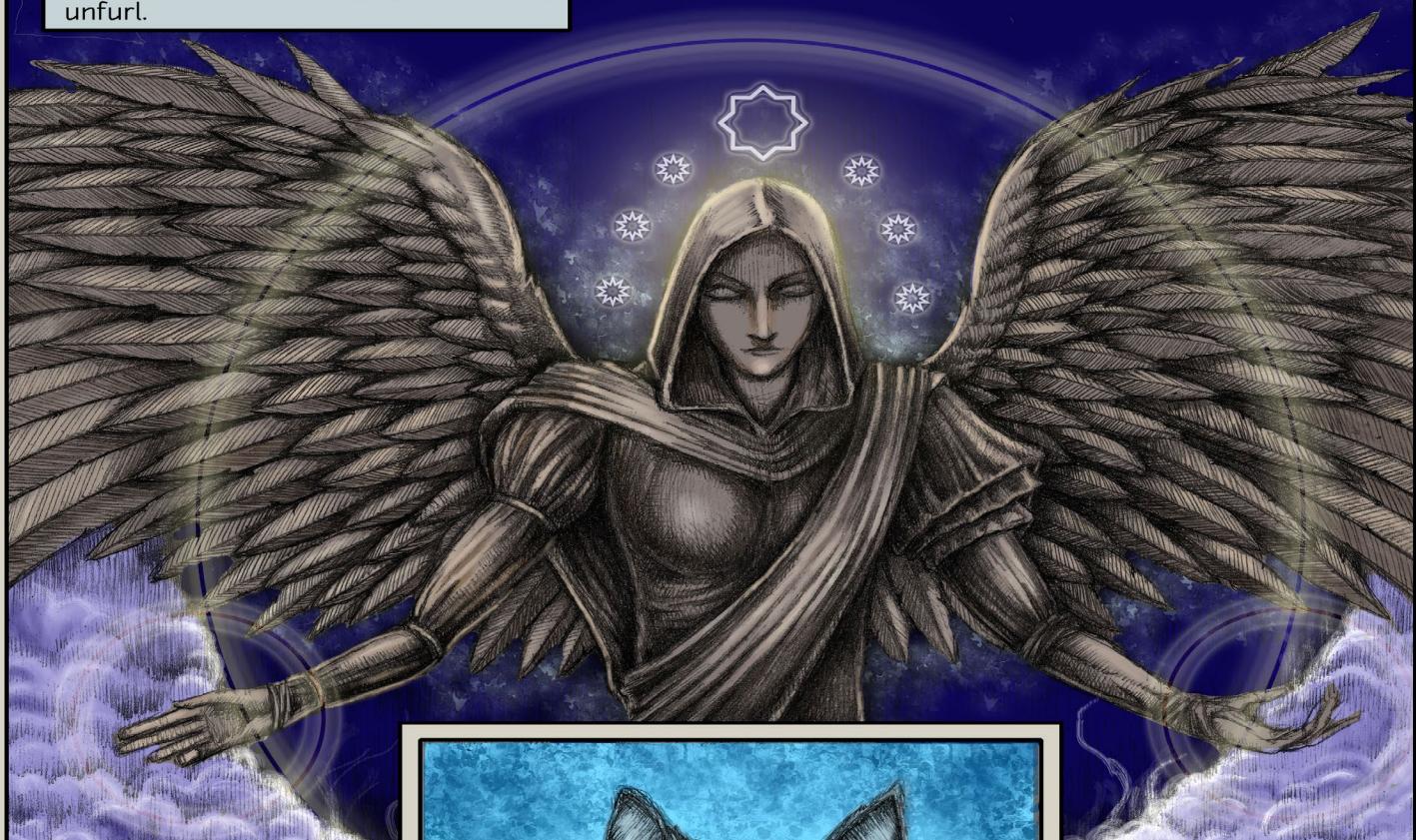
Dr. Pravus had her confined and forbade visitations.

In one room Dr. Pravus combined a barber's chair and an electric generator to induce convulsions by electrical shock. Patients called it, 'Riding the Eel'. He also modified the traditional lobotomy by inserting a syringe into the left orbital ridge and injecting a solution of alcohol to destroy corrupted brain tissue.



The staff jokingly named the procedure "Dr. Pravus' Final Solution". It was rumored that Ella was to undergo this treatment.

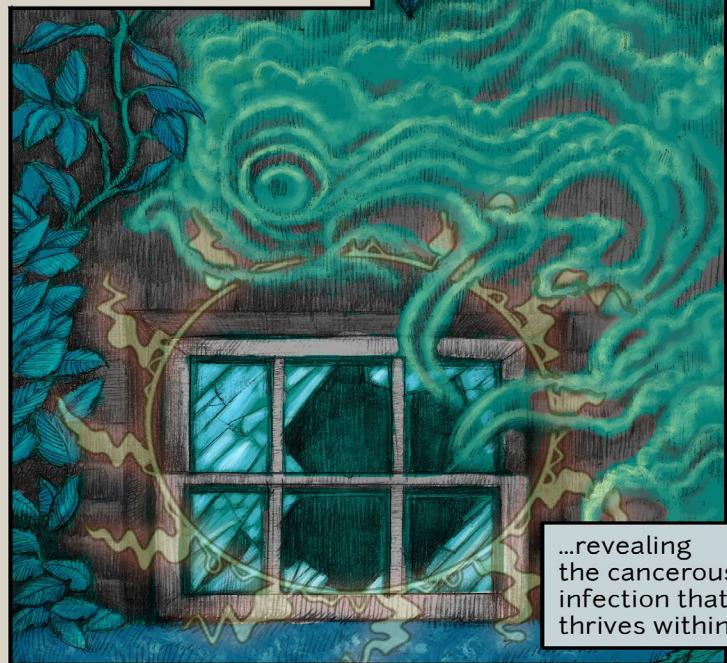
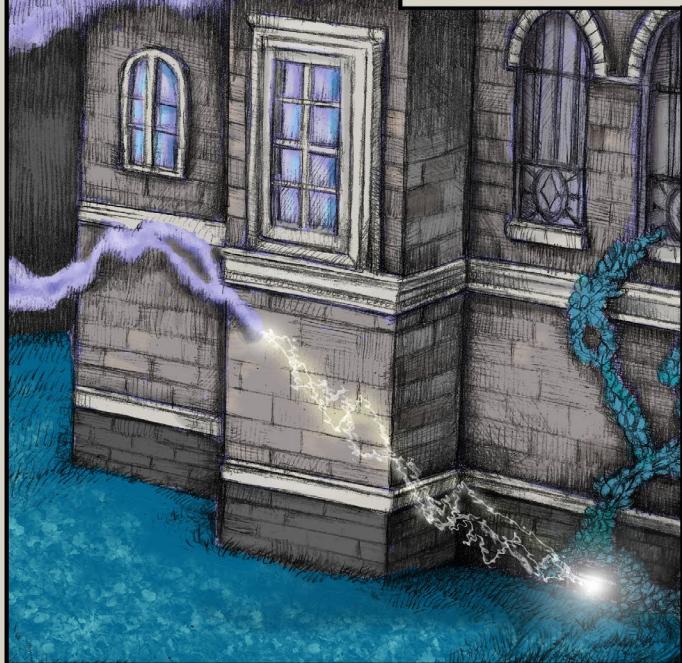
The air suddenly becomes dense with energy and carved wings groan as they unfurl.



By some long forgotten arcane spell, a single cloud forms. Then a like a slender scapel, a bolt of lightning cuts through vine and glass like a surgeon cutting through flesh...



...opening a portal, a world within a world...



...revealing the cancerous infection that thrives within.

She braces herself as the green mist seeps out of the portal and with thin tendrils, it seeps into the earth. The ground shifts...



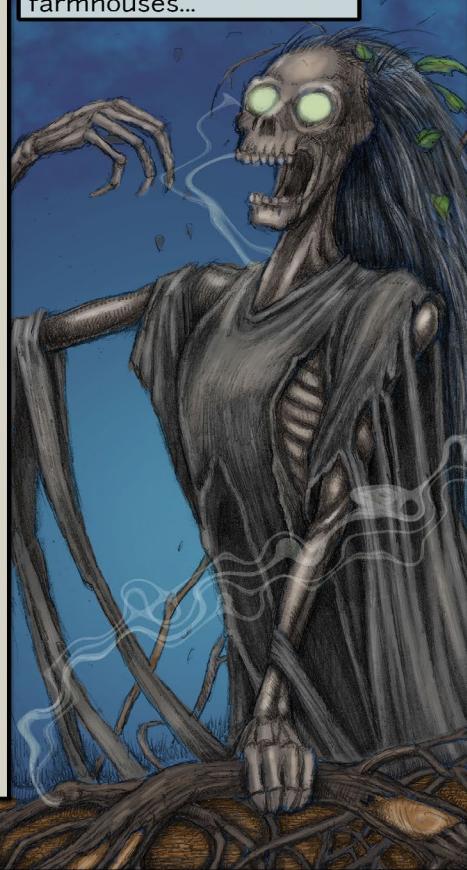
...and there is a faint rumble 'neath her paws. She knows this portal will not be unguarded.

For those that died inside the asylum, who gave their souls willingly to the darkness that now reigns behind its walls rise up to defend it.

The dead, who in life dealt pain in dark alleyways...



...and relished dealing out suffering in secluded farmhouses...



...begin to rise from weathered stone and fetid earth. They are aware of the breach of their domain and are determined to bar the intruder...

...but the dead are slow and awkward...



...while she is fast and nimble...



...and the dead are bound to the earth in which they are buried.



END

the  
HERO

PART  
ONE

SENSELESS MADNESS

DEFILED

The debris you see orbiting around me is earth. I was meant to be your champion, but I became your END. I cannot offer salvation, only an explanation, an excuse of how this outcome came to be...



...with teeth.



Scattering all over  
the alley.



I normally love a  
back alley bar brawl.  
But I didn't think I  
was getting out of  
this one.



Instead of thinking  
of my wife and baby,  
I mourned myself  
for never getting  
anywhere in life.

That knife was about  
to be my passage  
to complete failure.

Says here his  
name is  
Leonard!

MICHIGAN

Donor



LEONARD S. ANON  
740 GRATIOT AVE  
DETROIT, MI 48221  
DOB 8-22-1977 SEX M  
WEI

I don't care what  
his name is.  
I'm about to take  
this fools head!

I somehow  
found the courage  
to get cocky  
and throw in my  
last punch.

...please...my...  
friends call  
me...

LEO!!!



Let's go.



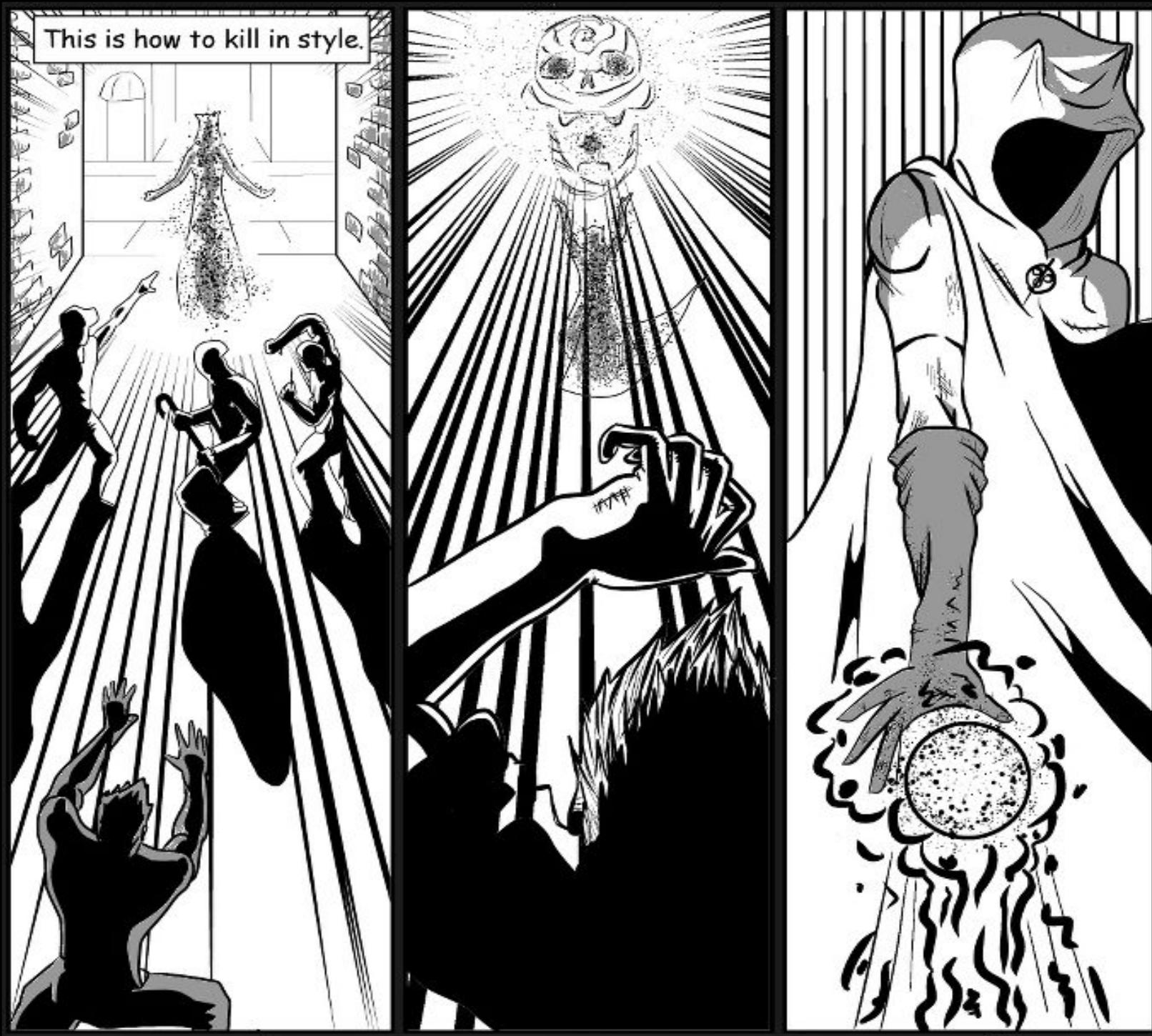
Down.



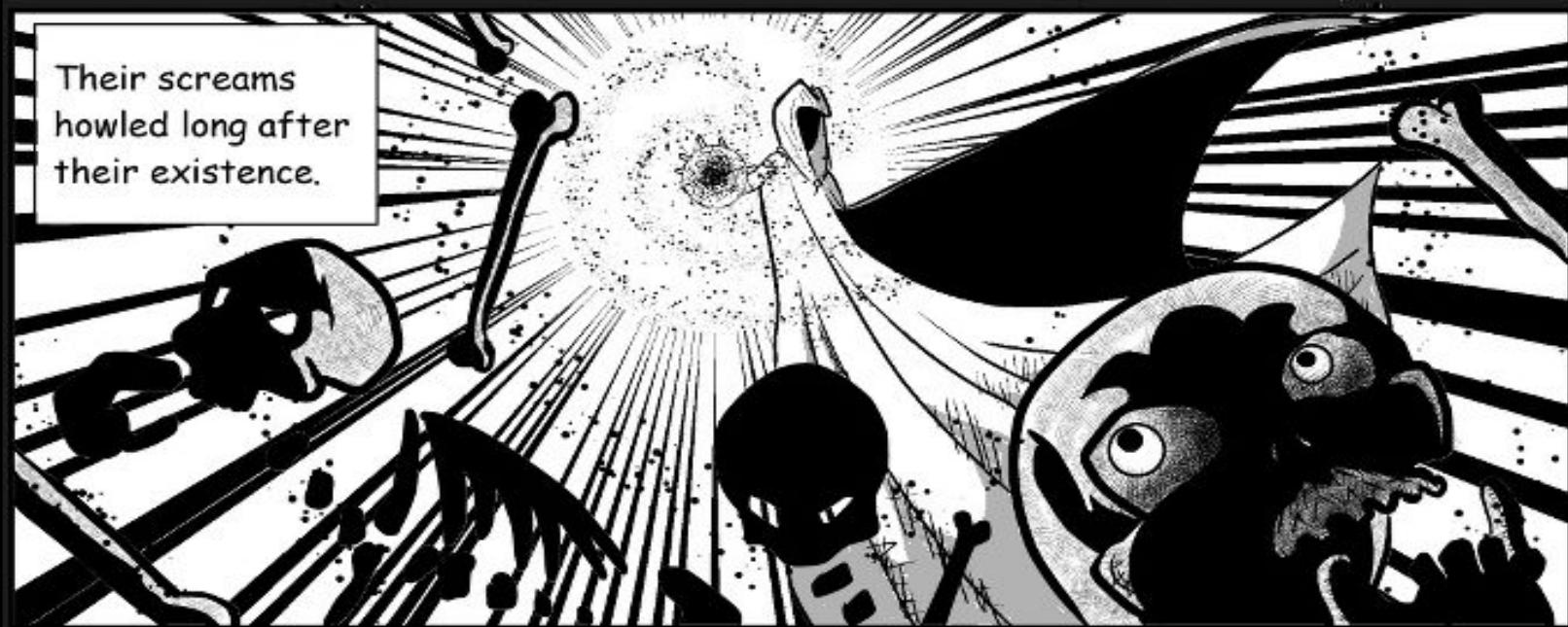
Fighting.



This is how to kill in style.



Their screams  
howled long after  
their existence.



GHAAA!!!!

I've got to get OUT of this  
FREAKING

ALLEY!!!!

I'm going  
to insist that  
you stay. I'm here  
to talk. I won't  
hurt you.

Yes, talk.  
Besides, if I wanted  
you dead Leonard,  
you would be dead.

t...talk?

That voice sounded like a  
wolf haunting its prey.

It's Leo  
...ehem.

What do you want?  
Who are you?

Are you the DEVIL?  
You...you have HORNS!

This world is in  
great danger. I won't  
lie. I'm here to make  
you Earth's savior,  
it's champion.  
I've been watching  
you and you are  
perfect for this.

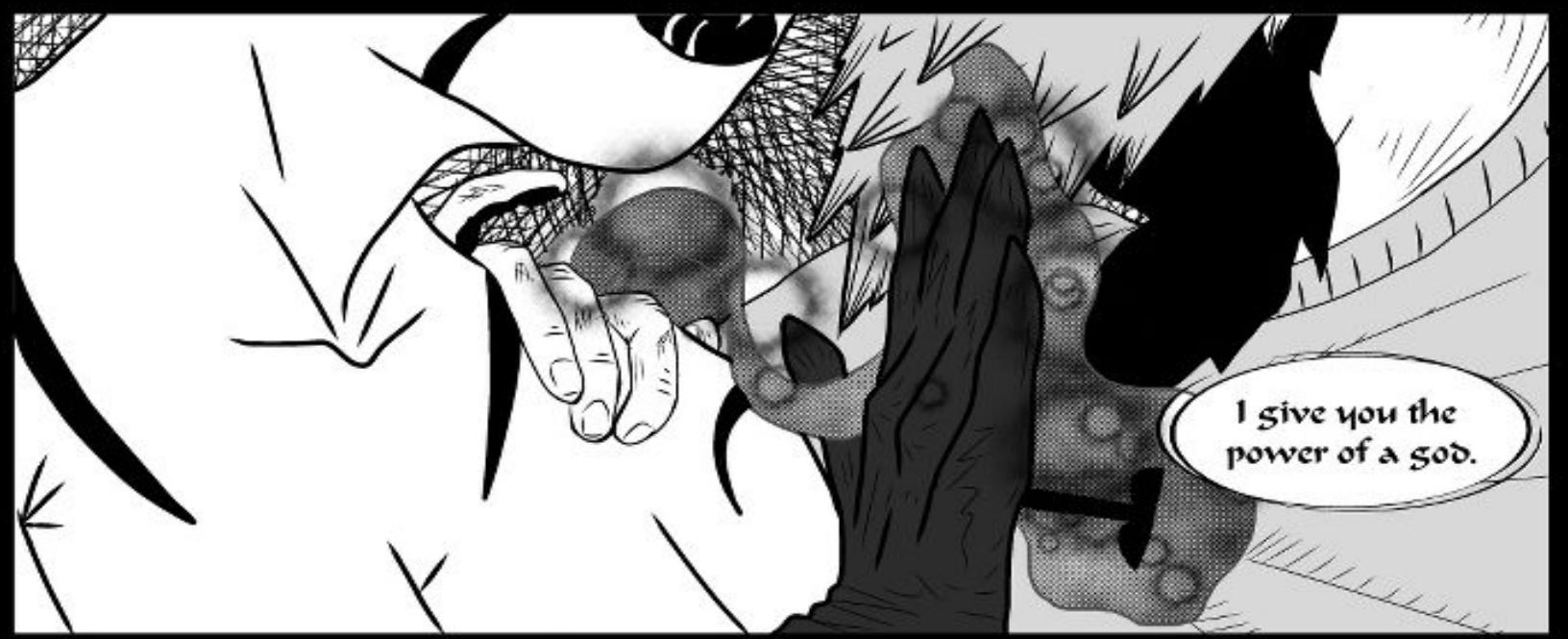
I know you won't  
understand. I know  
you will refuse.  
But you have no choice,  
this will happen  
naturally.

As for who  
I am...

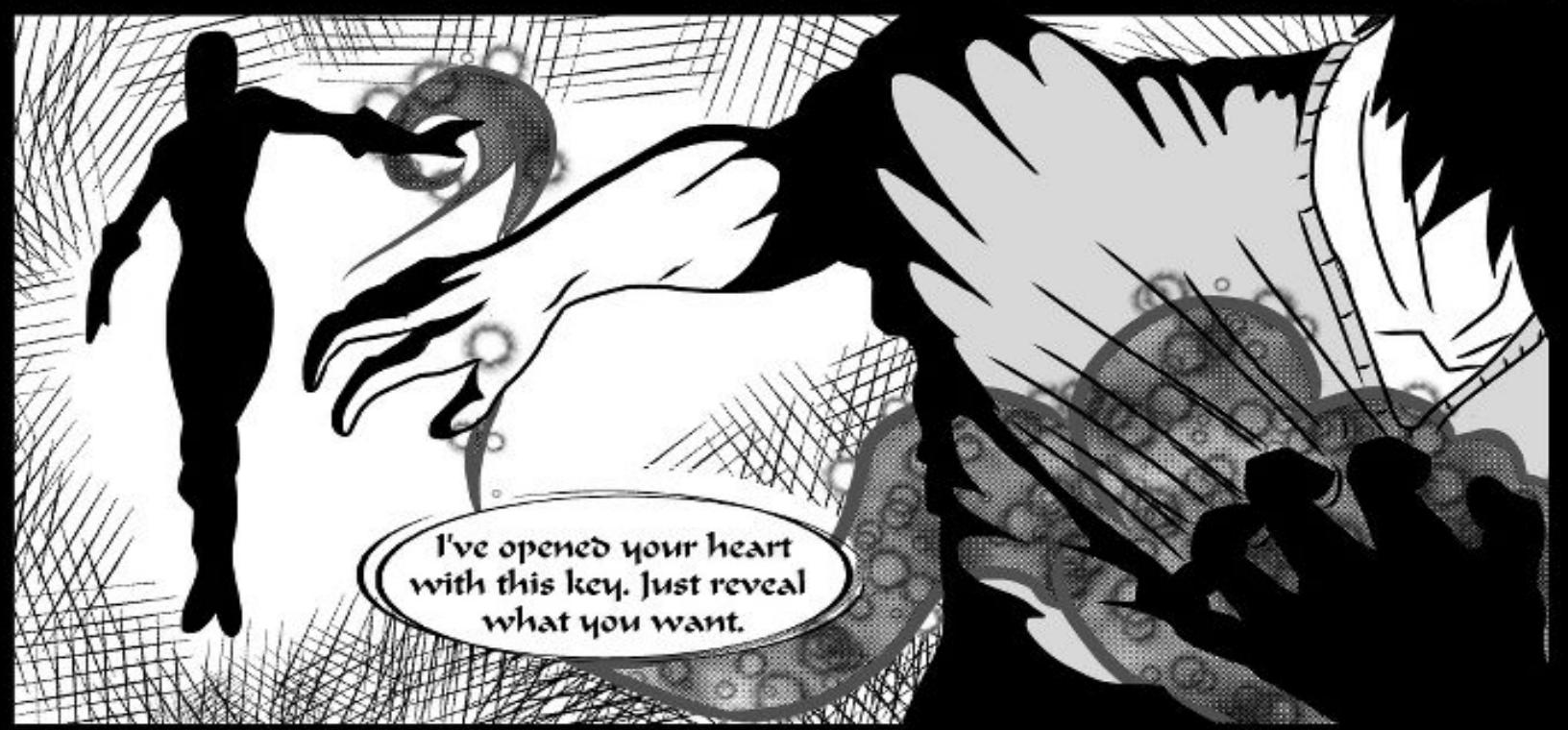
My name is  
VOLO.

It means  
"to want."

And I know what  
you want.



I give you the power of a god.



I've opened your heart with this key. Just reveal what you want.



Allow your instincts to guide you. There shall be no dream undreamt, no foe unslain.



Just remember,  
all things come at  
a cost and as always,  
I shall be watching.

Go now and be  
the END to all  
that is wrong.

51 Serif St.

Book I

The Breaking



HELLO.

MY NAME IS DANIEL ROSPOWER.  
AND I'M WAY SMARTER THAN YOU.

MIGHT BE ASKING YOURSELF HOW  
I LANDED MY ASS IN A JAIL CELL  
THEN HUH?

WELL, THAT PART WASN'T ME.  
I CAN'T HELP THAT SOME DICK  
I WAS WORKING A CON WITH  
DECIDED TO SELL ME OUT.

THEN THE SHIT REALLY HIT THE FAN.

NEXT THING I KNOW I'M SWARMED  
BY FEDS. ONE THING LEADS TO  
ANOTHER, AND WE EXCHANGE FIRE.

NOT MY FUCKING FAULT SOME OF  
THEIR GUYS GOT HIT.

SO HERE I AM SERVING A LIFE  
SENTENCE. BUT I TOLD YOU, I'M  
SMARTER THAN YOU.

I'VE BEEN WORKING THE SYSTEM  
SINCE I GOT HERE. NO WAY IN HELL  
I'LL BE STUCK HERE FOR THE REST  
OF MY LIFE. I'M SMARTER THAN  
THEM.

YOU DO WHAT YOU HAVE TO. YOU  
JUST SMILE AT THEM AND SHOW  
THEM YOU'RE REPENTING.

IT WORKS.

THEY HAVE PROGRAMS FOR PEOPLE  
LIKE ME. FOR THE ONES WILLING TO  
"REFORM".

IT WAS ONLY A MATTER OF TIME  
AND LIKE CLOCKWORK, MY CHANCE  
ARRIVED.





SO HERE I AM. I PASSED THEIR "RIGOROUS" EXAMINATION. I'M A WILLING PARTICIPANT IN TRYING TO "REINTEGRATE" INTO SOCIETY AS A VALUABLE MEMBER.

I'M SMARTER THAN THAT.

THE CON WAS SIMPLE. WHERE I WAS GOING HAD NO REAL GUARDS OR HIGH WALLS. IT WOULD BE A REAL CAKEWALK TO GET OUT OF.

SIMPLE CON.

ASSIMILATE. BE NORMAL. WORK THE PROGRAM. THEN SCOPE THE SURROUNDINGS, FIND THE BEST WAY OUT AND SLIP OUT FROM UNDER THEM.

EASY.

I'VE OUTSMARTED EVERYONE FROM CRIME BOSSES TO WALL STREET TYPES. I KNOW I CAN SLIP RIGHT UP FROM UNDER THESE SAPS.

WHY?

BECAUSE I'M SMARTER THAN YOU.

AND BY GOD,

I'M WAY SMARTER THAN THEM.

AND JUST LIKE THAT, I WAS OUT.  
NO QUESTIONS, NO NOTHING. I GOT  
TO JUST WALK OUT.

AFTER YEARS OF WORKING THEM  
OVER IT WAS FINALLY PAYING OFF.

I WAS SO CLOSE TO FREEDOM I  
COULD TASTE IT.

THIS, THIS WAS GOING TO BE MY  
GREATEST CON, WITH THE BEST  
PRIZE IN THE WORLD.

THE PLACE THEY WERE SENDING  
ME OFF TO WAS THIS JOINT THEY  
CALLED THE "51 HOUSE", ON  
ACCOUNT OF IT BEING LOCATED  
AT 51 SERIF ST.

NEVER BEEN THERE, IT WAS A NEW  
AREA OF TOWN.

APPARENTLY THE HOUSE WAS THIS  
MIRACLE REHABILITATION CENTER  
FOR THE WORST OF THE WORST. IT  
SUPPOSEDLY HAD A NEAR PERFECT  
SUCCESES RATE.

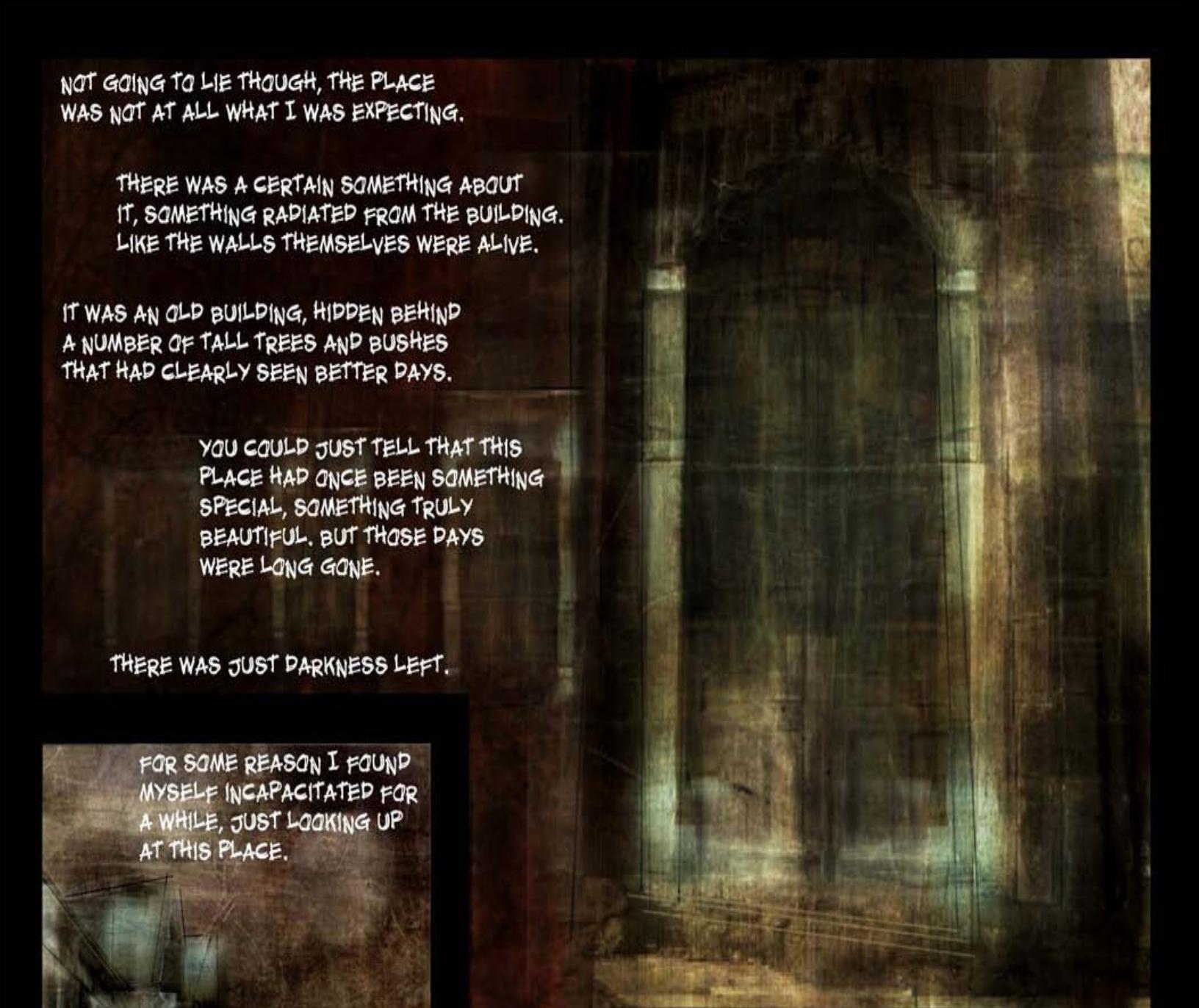
KEY WORD,

NEAR PERFECT.

WHY?

BECAUSE I'M SMARTER THAN THAT.





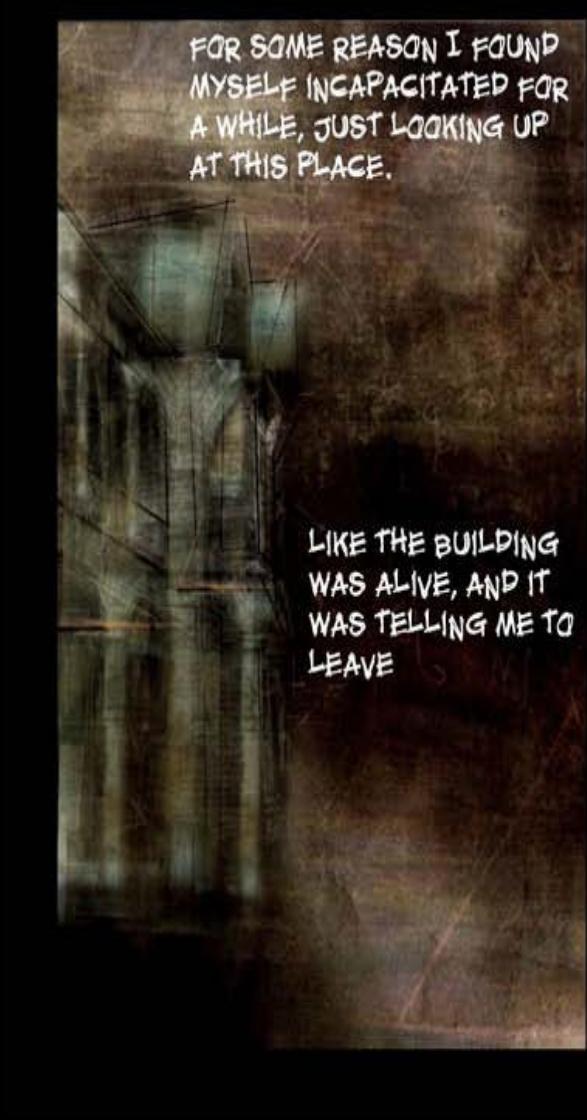
NOT GOING TO LIE THOUGH, THE PLACE  
WAS NOT AT ALL WHAT I WAS EXPECTING.

THERE WAS A CERTAIN SOMETHING ABOUT  
IT, SOMETHING RADIATED FROM THE BUILDING.  
LIKE THE WALLS THEMSELVES WERE ALIVE.

IT WAS AN OLD BUILDING, HIDDEN BEHIND  
A NUMBER OF TALL TREES AND BUSHES  
THAT HAD CLEARLY SEEN BETTER DAYS.

YOU COULD JUST TELL THAT THIS  
PLACE HAD ONCE BEEN SOMETHING  
SPECIAL, SOMETHING TRULY  
BEAUTIFUL. BUT THOSE DAYS  
WERE LONG GONE.

THERE WAS JUST DARKNESS LEFT.



FOR SOME REASON I FOUND  
MYSELF INCAPACITATED FOR  
A WHILE, JUST LOOKING UP  
AT THIS PLACE.

LIKE THE BUILDING  
WAS ALIVE, AND IT  
WAS TELLING ME TO  
LEAVE



NO TURNING  
BACK NOW.



I GATHERED MYSELF, IN FRONT  
OF THE DOOR, AND TOLD MYSELF  
THIS WAS ALL IN MY HEAD.

BUILDINGS DON'T TALK AND I  
AM THE ONLY MASTER TO MY  
DESTINY.

I TOOK A DEEP BREATH AND READIED  
MYSELF FOR THE ROLE OF A LIFETIME.  
THE HIGHEST STAKE CON OF MY  
WHOLE LIFE.

AND TURNED THE KNOB.

AS I FOUND MYSELF WALKING  
UP TO THE DOOR THE SHORT  
JOURNEY FELT LIKE A LIFETIME.  
LIKE EVERY STEP WAS A YEAR  
OF MY LIFE, DRAINING AWAY.

I COULD NOT SHAKE THIS  
FEELING LIKE I WAS SLOWLY  
BREAKING APART AS I WAS  
NEARING THIS PLACE.

A COLD CHILL RAN DOWN MY  
SPINE AND FOR A MOMENT,  
FROZE ME INTO PLACE.

EVERYTHING INSIDE OF ME WAS  
TELLING ME TO STAY AWAY, TO  
STOP WALKING AND TURN AWAY.

BUT I'M SMARTER THAN THAT.





# Making a Living as a Comic Book Artist: An interview with Brian McCraine

Surreal Grotesque: So who inspires you as an artist?

Brian McCraine: Craig Hamilton ( Guy is practically a teacher and mentor ), P. Craig Russell, H.R. Giger, and H.P. Lovecraft. Oh and the guy who does the Nine Inch Nails photo work, guy is boss.

Surreal Grotesque: I can see that there is a cerebral style to your work. What is the longest you have spent working on an illustration?

Brian McCraine: If you mean without leaving the desk it's about 10 hours. If you mean over a period of time about 3 months, if you mean one piece every day and nothing else, about 48 hrs. Oh and there is without sleep that's about 72 hours.

SG: When drawing, do you listen to any certain bands or do you prefer silence?

BM: Honestly a little of both mostly music, which bands...here is the list: NINE INCH NAILS, 16VOLT, CELLDWELLER, BLUE STHALI, TOOL, A PERFECT CIRCLE, DAVE PARKER INSTRAMENTALS, MIKE HARVEY, PROFFESIONAL MURDER MUSIC, FILTER, STABBING WESTWARD, AND HONEY CLAWS AND TV ON THE RADIO, also various classical and AOL radio, which only AOL radio because of their theatrical selection of movie scores and soundtracks. And Saul Williams.

SG: What do you think the top five graphic novels are of all time?

Frank Miller's The Dark Night, Sin City, P Craig Russell's Opera Adaptions and Watchmen. Yeah Vampire team is by the team of 100 bullets it's fucking epic

SG: Growing up, were you more of a Marvel or a DC kid?

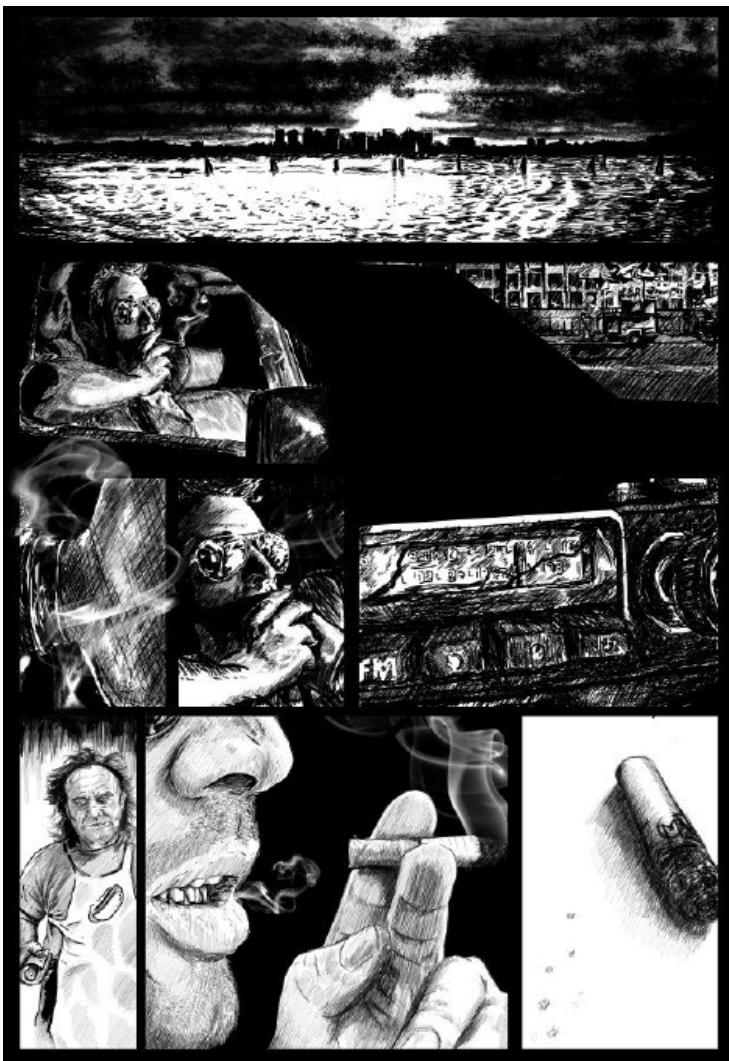
I was an X-men and spider man fan of I had a little extra money but I was mainly an Image fan but that was only what was left over after my monthly image purchases.

SG: What do you think it takes to be successful as a comic artist in this day and age?

BM: Honestly, FUCKING LUCK! That and a strong sense of storytelling, being productive, yes that means a page a day kids! Breaking out, well that is here and there. Honestly it's a strong love and passion for you art form.

SG: Do you think Kickstarter is a viable means of helping a lot of artists out there get their work produced?

BM: YES! Kickstarter I think has been one of the biggest ways to get support from fans and art lovers and comic fans alike. Honestly it brings a whole new dimension to the business, in the Indy world anyway, it's



direct most of the time, it's like being told your good enough when your project gets funded, and it's like being told to rethink or rework something if it's not, and even then self promotion is a big part of having a successful Kickstarter, ya know.

The business is changing and honestly the bigger companies need to stop and look at some of this material and wake up!

BM: People don't want rehash ideas, FUCK THAT! WE WANT THE MCGRIDDLE NOT THE MC-MUFFIN! I mean seriously that's what it's like...

**SG:** Yeah, the sloppiness of mainstream comics art is sometimes embarrassing. Or how they just keep revamping and making new issue 1's to sell copies or bring characters back from the dead in endless cycles. Side industries like DC's Vertigo line and Dark Horse used to seem like they took chances but now even they are pretty mainstream. What companies do you think are pretty willing to take on new art if you know of any?

BM: Honestly on the rehash line, there have been some creative ideas come out of it, but those aren't things they couldn't have done if they didn't reboot. The reboot has been goods and bad. Remember the Spider man clone saga or the black costume people

always bitch and moan, the clone saga, pretty bad, black costume, epic. It's always hit and miss. Honestly among the indy companies it's hard to tell, there are some good ones coming out, but I think it's too early to tell who will stay, who will go, who will leave an impact and who won't, Kickstarter is a huge part of this decision among new companies and there are just some great things happening for the indie creator on the rise and right now.

SG: Are there any indie comics that you think deserve more attention in particular? That you support?

BM: Yeah, Walking De... oh no wait sorry, my bad. Honestly there are some interesting books by Bleeding Ink that I'm interested in reading, Unchained by Hazzum, which I'm working on but it has massive potential as a story. Also the Vigilante Project, I know that may sound weird coming from me given it's super hero type stuff but honestly I've read the issue zero and issue one and it's going in the right direction of being something that is going to remembered, and not fall by the way side. There are a million comics out there that I just want to read but my schedule keeps me locked down it's more when I have time but those are a few.

SG: So what projects are you currently working on? Are you available for commissions?

BM: Well, currently I'm working on VENEZIA written by Wolf Beaumont and color by Adam Russ, and Guest Covers by someone I can't name yet but it's just an amazing project, it takes place in 1502 Venice, Italy. It's a revenge story that is just off the wall great! I'm doing some cards for a Zombie trading Card game called THEY'RE COMING, I'm working on a project with Bleeding Ink Comics, I JUST finished a pin up for N.A.S. Studios and a short called Split, yes I stay pretty busy. But I don't miss my deadlines either, also I just finished up UNCHAINED for HAZZUM Productions, written by the amazing Rodney Fyke and it'll be released here

shortly, the cover was done by Adam Russ and myself. There is talks of that becoming more than a one shot, which will be pretty awesome, and then there are some other odds and ends in there.

SG: Are you able to making a living at this or is it a sidejob for now?

BM: Actually I'm available for commissions, and yeah this is full time day in day out, I make a pretty decent living, I live in a 2 bedroom apartment. That is in a house that is older than most of the oldest living people in my hometown and it's well kept, not like it's condemned or Detroit lol.

SG: So you are living the dream.

BM: As an indie artist yes, But it has cost me a lot and I still plan to go further, I mean my home town, is home to between 5 -7 comic artists, I mean one lives next door, So I hope the town charm works out with me too. You don't know peace till you've had suffering.

SG: I guess I should have asked the obvious interview question, like how long you have been drawing?



BM: I made my first comics in like 1st grade but have been drawing since I can remember.

SG: You married?

BM: I live with my gf, and she is a writer and Craig Hamilton is my neighbor, he is working on the Fables: Werewolves of the Heartland Graphic Novel.

SG: Okay, are you living in an artistic complex I don't know about. Is Geoff Johns your landlord?

BM: The apartment around the corner from me, Tony Harris of Ex-machina and Star Man lives a few blocks down and Ray Snyder.

SG: Okay, I'm having a nerdgasm now.

BM: lol yeah man I'm completely serious Macon, GA the magical town of comic artists.

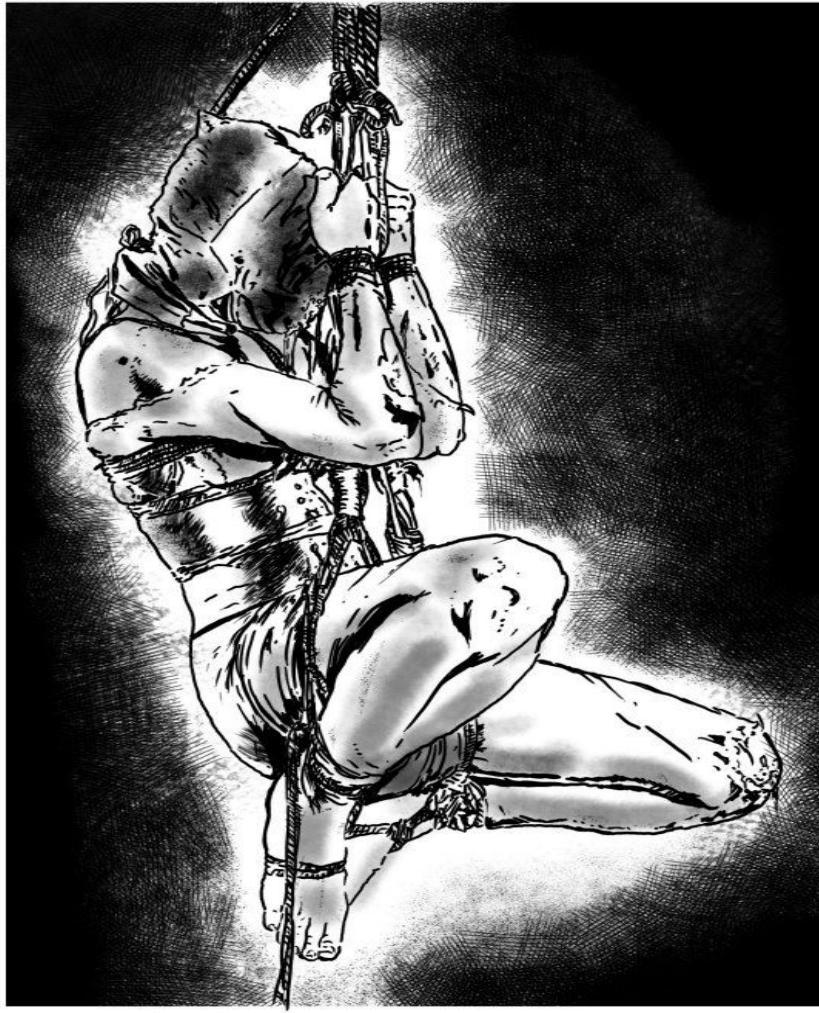
SG: That's neat. Are you a comic con guy?

BM: I've done a few small con's nothing major, might be doing NYCC this year though.

SG: So if you could draw for any mainstream character who would it be and why?

BM: Honestly, Fables or Hellblazer, I love fairy tales and the rich material there is just amazing the way Bill Willingham has woven it together, it's just beloved material. IT'S FUCKING HELL BLAZER! MONSTERS MASSIVE EXPLOSIONS GUNS BULLETS SMOKE AND WHISKY! IT'S EVERY CHILD HOOD FANTASY I'VE LIVED! Though another book I would love to work on is Tim Vigil and David Quinn's FAUST! Man, that series was great!





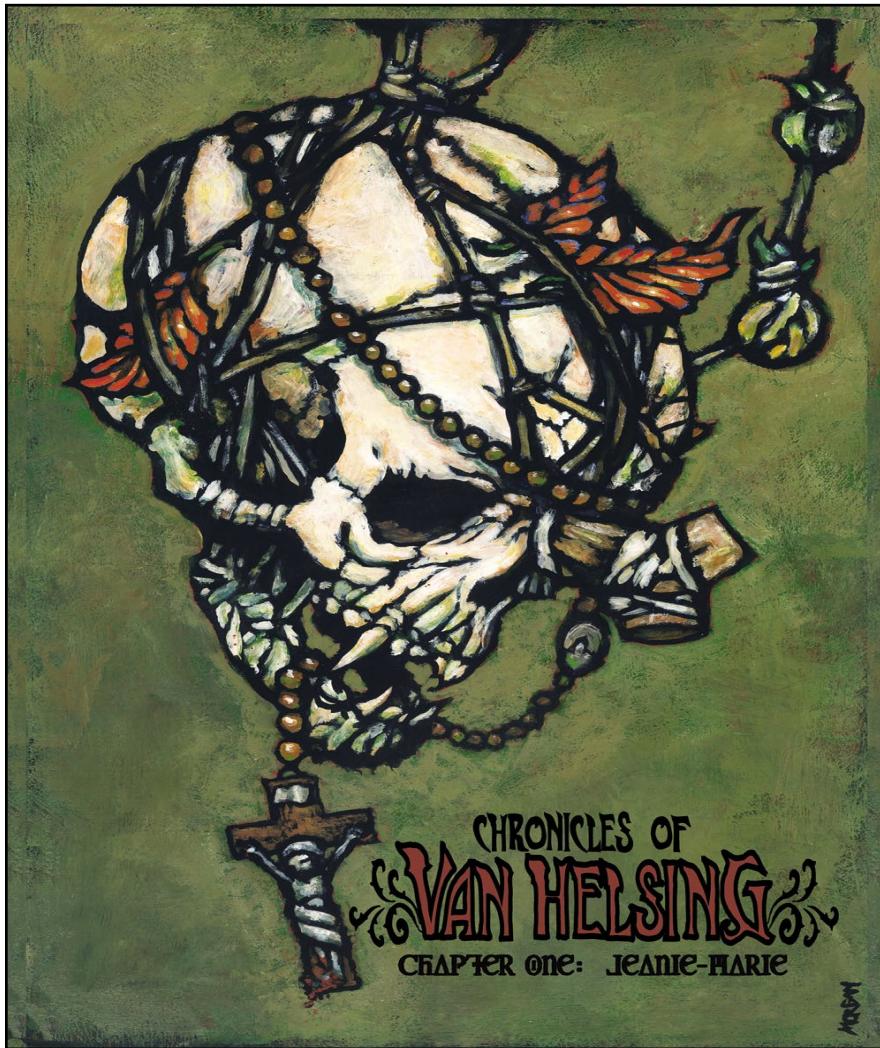


CHRONICLES OF  
**VAN HELSING**

CHAPTER FOUR: EZEQUIL VAN HELSING

# DARKSLINGER COMICS

AN INTERVIEW BY DANIEL WILLIAM GONZALES



Darkslinger Comics started in 2006, our first title we published was Ghost Assassin which features a hitman that is capable of seeing ghosts. In addition to Ghost Assassin we also publish: Chronicles of Van Helsing which is the chronology of the entire Van Helsing clan as they attempt to wipe the vampire plague from the face of the earth. Think of it as the world's oldest family feud with horror and supernatural elements.

El Bovine Muerte tells the story of a cow capable of making cheese so delicious that it wipes your mind clean and her evil genius creator, Le Mime. This is a weekly updated webcomic that can be read for free at [www.darkslinger.com/elbovinemuerte](http://www.darkslinger.com/elbovinemuerte)

The Principalities which tells the fictional history of the war currently raging on Earth between a group of fallen angels led by the Archangel Gabriel

and the Devil. The fallen angels, known as the Principalities, are currently trying to stop the Devil from kick starting the end of days.

The Pauper which is a dark and gritty Machiavellian style super hero story. I was not happy with our initial release of The Pauper, and am currently redoing it as a six issue mini-series.

Who Will Save The World?-A World War 1 Zombie Epic by Darkslinger Comics and Azurek Studios.

1. What is the inspiration behind Van Helsing?

I have been obsessed with vampires for literally as long as I can remember. I remember pretending to be Drac-

ula while playing at as young of an age as 5 or 6. As an adult I have never grown out of that mindset, in fact I have a coffin in my kitchen, so it was only logical that I would do a vampire story at some point in my career. The first version of Chronicles of Van Helsing I ever wrote was a short story titled "Nosferatu: Prey" that was for a contest where you looked at a generic picture and wrote a one page story that the picture would fit into. The picture for this particular contest was of a couple of cowboys sitting in the dark in a forested area. For whatever reason my brain immediately went to cowboy vampires on the run for a hunter. In this original story the vampires were actually just trying to survive, while the human hunter was more of the bad guy. After playing around with the idea for a while, I decided that Jeanie-Marie, the main character in this story, was actually part of a longer lineage of vampire hunters. At some point I made the natural conclusion that she must be a Van Helsing and it has just sort of spiraled from there. That story was reworked into Chronicles of Van Helsing #1.

## 2. What is the aim behind your company?

Our aim is actually quite simple. We want to tell the best stories featuring the best art that we possibly can. I would love to be publishing fifteen to twenty books a month, but they would all have to have the same quality of storytelling and art that we have come to be known for.

## 3. What type of comic reader are you trying to appeal to?

We don't try to appeal to just one type of reader, and we certainly don't try to appeal to just comic readers.



Chronicles of Van Helsing will appeal to fans of horror, as will Who Will Save The World? People who enjoy the Walking Dead, Zombieland, Day breakers, Anno Dracula, etc...will enjoy these titles, but hopefully we can also convert a few people into horror fans with these titles as well.

The Pauper will most likely appeal to fans of dark superhero fare such as Batman: The Dark Knight Returns, The Boys, Irredeemable, Hellboy, etc...I am not comparing the quality of those story lines with what I am doing, but hopefully people that like those titles will also like what we are doing with this one.

El Bovine Muerte may appeal to a crowd that has grown up watching Looney Tunes.

Ghost Assassin has the most diverse audience of any of our books. We have sold it at comic conventions, tattoo conventions and even once at a rest stop on I-5. Fans of true crime, the supernatural, horror and character driven stories in particular all seem to enjoy this book.

The Principalities may appeal to fans of horror, fans of mythology, Christians and non-Christians alike and may even appeal to Superhero fans.

One of our goals as a comic company is to sell just as many copies of our comics to people who have never read a comic or graphic novel as we do to those who have a hold box at their local comic shop.

#### 4. Do you think horror comics are underappreciated?

If this question had been asked as little as six or seven years ago I would have said yes. But these days, not at all. A quick look at the top 300 Graphic Novel sales for 2011 shows The Walking Dead taking 8 of the top 15 spots. Even Marvel jumped on the zombie bandwagon with their Marvel Zombies line.

#### 5. Why do you think vampires have such a lingering standing in the literary community?

I would say, from my personal perspective, that vampires are far more scary than other horror related creatures. Ghosts can't really affect you unless they are possessing you, which is usually attributed to demons instead of ghosts, so they are usually just more of a nuisance. The classic werewolf isn't a harm unless you happen to come across it during a full moon. Zombies and mummies are slow and kind of stupid, so you naturally assume that you can outrun one. But a vampire can live right next to you and you would never know it. They can blend in perfectly with the rest of society, and because they are usually regarded as the most powerful of the popular monsters they could kill you with ease if they wanted to. And at the same time, a vampire can keep it's humanity. Even Bram Stoker's book showed that. As a writer, I would say that they are the easiest creature to write because you can do literally anything with them. Why wouldn't you want to write about a creature like that?

Thanks!

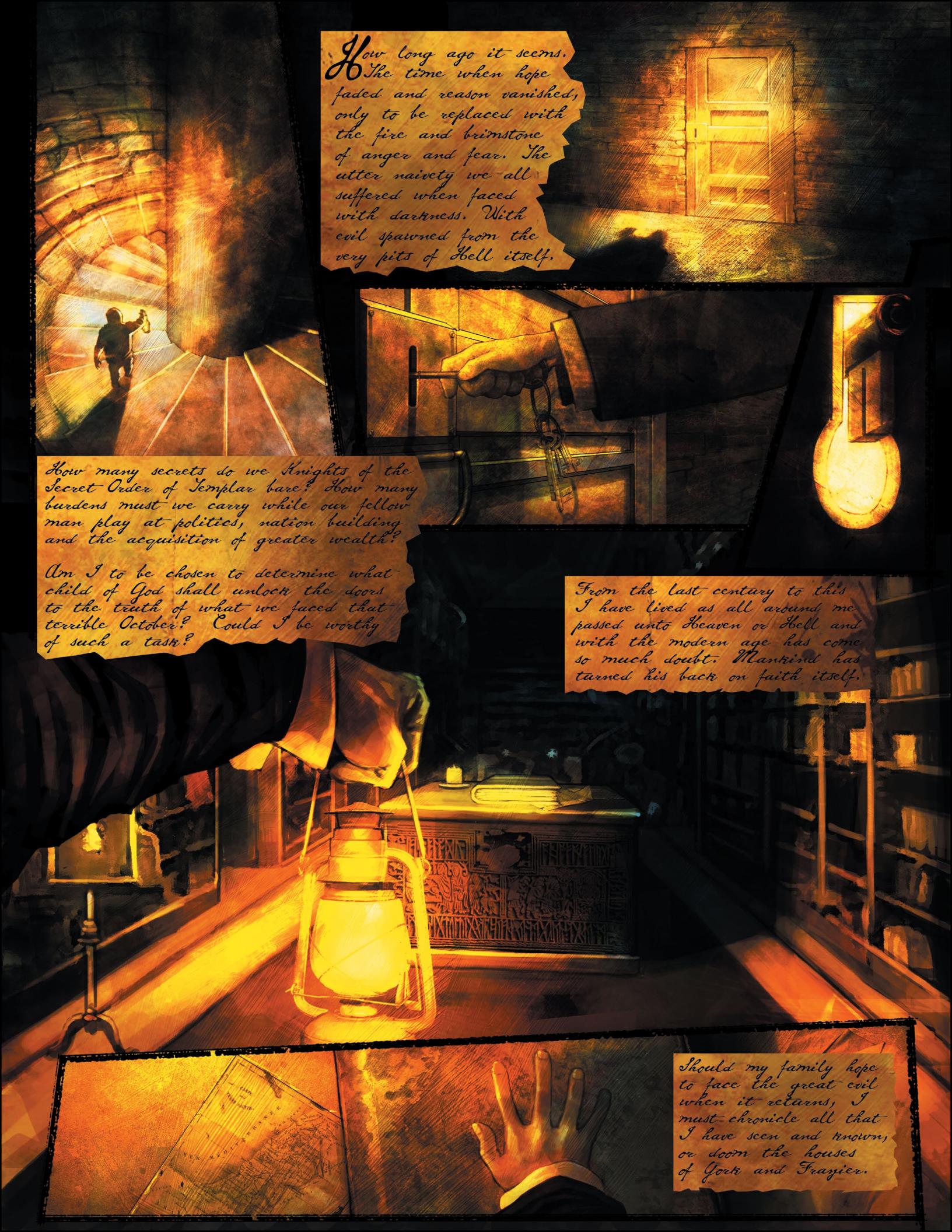
Adam Watson

Darkslinger Comics

[www.darkslinger.com](http://www.darkslinger.com)

# The RISING





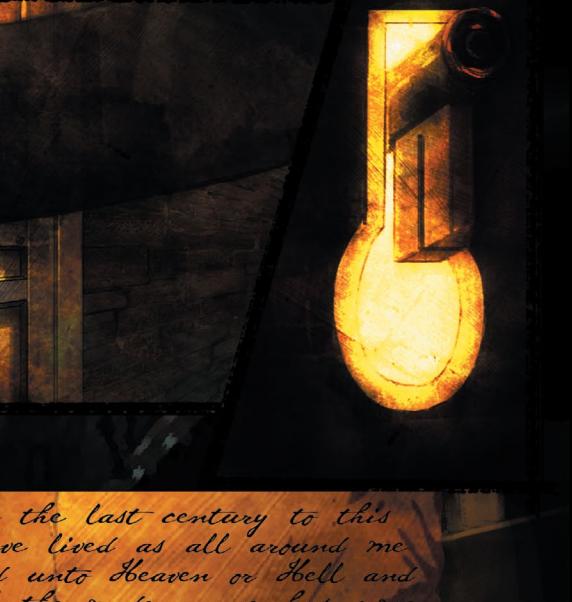
How long ago it seems.  
The time when hope faded and reason vanished, only to be replaced with the fire and brimstone of anger and fear. The utter naivety we all suffered when faced with darkness. With evil spawned from the very pits of Hell itself.



How many secrets do we Knights of the Secret Order of Templar bare? How many burdens must we carry while our fellow man play at politics, nation building and the acquisition of greater wealth?



Am I to be chosen to determine what child of God shall unlock the doors to the truth of what we faced that terrible October? Could I be worthy of such a task?



From the last century to this I have lived as all around me passed unto Heaven or Hell and with the modern age has come so much doubt. Mankind has turned his back on faith itself.



Should my family hope to face the great evil when it returns, I must chronicle all that I have seen and known, or doom the houses of York and Frayier.

With mine own eyes I have witnessed the mystery of life and death. By the grace of God, should my heirs be forced to face the demons of hell, I pray they heed my words and read with great care the tale I am about to profess.

It was in the fall of 1863 when my cousin, Clancy Frazier, journeyed with his wife, Lisa, to an isolated Latvian village for the purpose of inspecting long forgotten family lands.

Lisa's dream like beauty drove men mad with lust. Some said her beauty was a curse.



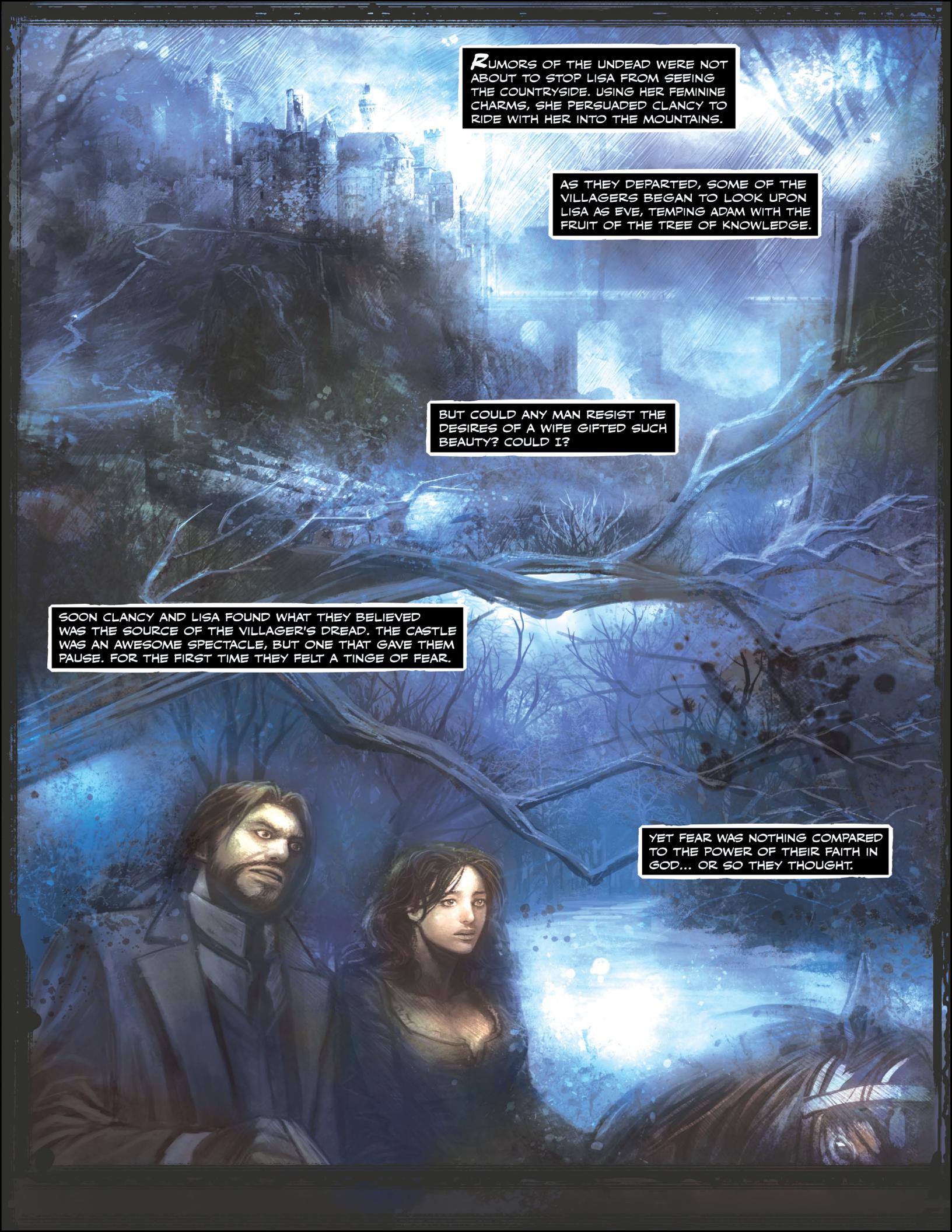
My cousin was a man of great faith and devoted to his wife. The Satrian locals warned Clancy not to journey with Lisa into the mountains, rumored to be home to an ancient and fearsome evil.



We thought the villagers to be superstitious fools. When questioned they would only point to the north and fearfully utter one word...

Nosferatu!





RUMORS OF THE UNDEAD WERE NOT ABOUT TO STOP LISA FROM SEEING THE COUNTRYSIDE. USING HER FEMININE CHARMS, SHE PERSUASSED CLANCY TO RIDE WITH HER INTO THE MOUNTAINS.

AS THEY DEPARTED, SOME OF THE VILLAGERS BEGAN TO LOOK UPON LISA AS EVE, TEMPTING ADAM WITH THE FRUIT OF THE TREE OF KNOWLEDGE.

BUT COULD ANY MAN RESIST THE DESIRES OF A WIFE GIFTED SUCH BEAUTY? COULD I?

SOON CLANCY AND LISA FOUND WHAT THEY BELIEVED WAS THE SOURCE OF THE VILLAGER'S DREAD. THE CASTLE WAS AN AWESOME SPECTACLE, BUT ONE THAT GAVE THEM PAUSE. FOR THE FIRST TIME THEY FELT A TINGE OF FEAR.

YET FEAR WAS NOTHING COMPARED TO THE POWER OF THEIR FAITH IN GOD... OR SO THEY THOUGHT.

SOMEONE APPROACHES

THEY ENTERED THE LONG ABANDONED COURTYARD AND A FOUND A PLACE OF DEATH, FOR NOTHING GREEN BLOOMED UPON OR WITHIN THE WALLS. THAT FACT ALONE SHOULD HAVE BEEN ENOUGH TO WARN THEM AWAY.

WHO DARES COME TO ME?

DESPITE ALL THEY WERE WARNED AND EVEN WITH A FEELING OF DREAD, THEY ENTERED THE RUINS, NOT KNOWING WHAT EVIL THEY WERE ABOUT TO AWAKEN.

IT CANNOT BE

SO LONG...

SO LONG I HAVE WAITED...



FOR HER RETURN!



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# A TASTE OF MADNESS: AN INTERVIEW WITH BROM BY DANIEL W. GONZALES



1. You seem to have a very loyal following of fans. People get your designs tattooed on their body. What's the strangest fan encounter you have ever had?

Artists spend a lot of time working by themselves so it's wonderful to know people not only see the work but connect with it on some level. As far as encounters, I have had fans show up at conventions dressed as my characters, others with tattoos of my art. To me there is no higher complement. I am continually touched by how meaningful art can be to people.

2. In your works, there is a recurring theme, you seem to reinvent popular mythologies like the Peter Pan story

and now with Santa Claus. Why do you think mythology is so fun to play with?

The fact that a story or myth has been around a while lends it a certain reality. A sense of familiarity. It is fun to take these familiarities and try and see them from a different angle or point of view. Additionally I enjoy digging into these myths and discovering or inventing their true origins.

3. Tell us more about your upcoming project, the Yule Lord and what it's about?

Several years ago my wife (who is infinitely hipper than I), turned me on to a devil that prances about at Christmas whipping naughty children with a birch branch. I was immediately smitten. "Stuffs them into a sack and beats them bloody, you say? Tosses the really bad ones into the river? Takes some home to devour? Please...tell me more!"



BromArt.com

BROM  
2011

My endearment for the horned beast only deepened as I discovered the abundance of vintage greeting cards portraying him cheerfully carrying bawling children to Hell in a barrel and spanking the bottoms of buxom women with fiendish delight. What was not to love? I soon discovered that this holiday gem had a long and colorful history, that there are winter festivals in many Alpine villages called Krampusnacht where participants don wonderfully wicked handcrafted Krampus costumes, roam the streets rattling chains and bells chasing random victims with sticks and switches. These runs, called Krampuslaufen, are fueled (not surprisingly) by alcohol; schnapps being the customary offering to the Krampus. I noted Krampus was often portrayed in the company of Saint Nicholas, the tall thin saint adorn in his bishop vestments, looking stern and carrying his ornate ceremonial staff.

There was a lot not right here, at least by my North American perceptions of Christmas and Santa Claus traditions. I had a litany of questions, but foremost in my mind was...hey, what does Santa Claus think of this guy? What exactly is their relationship? Call me crazy, but to me it seems a bit ingenuous for Santa to have an evil imp brutalizing and kidnapping children while he's handing out gifts and shouting ho, ho, ho. I wondered who came first? Whose idea it was to work together? Were they doing the good cop, bad cop thing, y'know, kinda like God and the Devil? Is Krampus Santa's slave? Were they pals, or mortal enemies? Which leads to the question most every school age boy would ask—who would win in a fight? And it was these questions, especially that last one, that inevitably led to the writing of Krampus, the Yule Lord. Here's the summary:

One Christmas Eve in a small hollow in Boone County, West Virginia, a failed songwriter named Jesse Walker is contemplating taking his own life when he witnesses a bizarre spectacle: seven devilish figures cloaked in black furs and horns chasing what appears to be Santa Claus toward a sleigh and eight reindeer. A vicious battle ensues and to Jesse's amazement the reindeer leap skyward taking the sleigh, devil men, and Santa up into the clouds. Screams follow and a moment later a large sack plummets to the ground—a magical sack that will thrust the down-on-his luck songwriter into the clutches of the monstrous and terrible Yule Lord, Krampus.

But the lines between good and evil become blurred as Jesse's new master reveals many dark secrets about the cherry cheek Santa Claus and his long tragic path of torment and treachery, how half a millennium ago, the jolly old saint imprisoned Krampus and usurped his magic. But Santa's time is running short, for the Yule Lord is determined to have his retribution and reclaim Yuletide. Jesse realizes if he can survive this ancient feud he just might have a chance to redeem himself to his estranged wife and daughter, to save his own broken dreams, and help bring the magic of Yuletide to the impoverished folk of Boone County.

4. Do you do a lot of research before embarking on a novel involving mythological beings?

Most certainly, the challenge with most myths and legends is that they have been handed down by word of mouth for ages so there are many versions. I try to find the most common threads.

5. Is there any other characters or popular legends or even deities you think you would like to tackle one day in your work?

There's an endless supply. I would like to take up some of the American folk tales, so many wonderful obscure legends exist around the country. Every region seems to have its own version of the boogie man.



BromArt.com

Mrs. Claus looks pissed!



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6. What artists inspired you growing up?

Frank Frazetta, of course. I thrived on Richard Corben in my teens. Wrightson, Moebius, Jeff Jones, Bode, Bama. As an adult I came to appreciate the works of John William Waterhouse, Pyle, Alfonse Mucha, N.C. Wyeth. And some people find this hard to believe, but Norman Rockwell has always been a favorite -- to me there simply is no better draftsman.

7. When you draw and paint, do you listen to music or do you need peace and quiet?

Music and audio books when I paint. Peace and quiet when I write.

8. Your book, the Devil's Rose is about a guy riding a motorcycle who has escaped from hell, are you a motorcycle enthusiast?

I love bikes, but the real source of inspiration came from a bike I saw many years ago. It had a stuffed horse head on the front. Never saw the rider, but always wondered who would drive such a bike and that was the spark that started the story.

9. Plucker is like a demented version of Toy Story, how did that come about?

My kids. Reading them the classics like: the

Nutcracker, Velveteen Rabbit, Steadfast Tin Soldier, Winnie the Pooh, Raggedy Ann, and other stories where toys are alive in the land of make-believe. It was while reading these that I began to contemplate what would happen if these characters were introduced to our common childhood fear of monsters under the bed. How would they cope? Could these toys learn to kill to protect themselves?

10. You have had a wide spanning career and worked with some amazing clients and companies like Coke, CNN, Dark Horse, DC, TSR, Wizards of the Coast, Blizzard, ID, Sega and even for Tim Burton on Sleepy Hollow, Galaxy Quest and Scooby Doo? What are some of your favorite memories of working with certain companies or clients? Where did you have the most creative freedom?

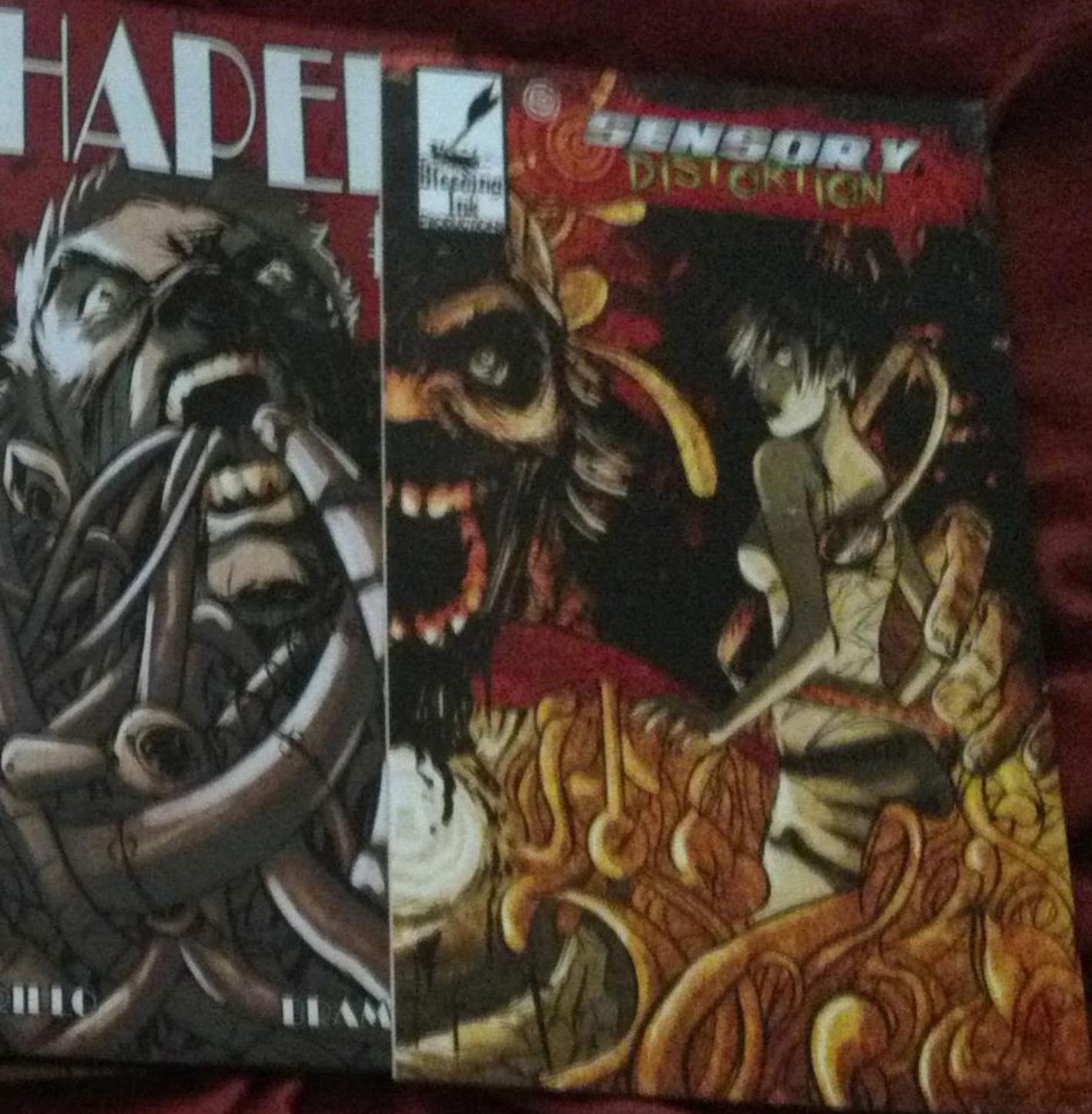
I've enjoyed the times I worked on staff, such as at TSR and Blizzard. I really enjoyed working with other artists. Artistically I prefer my own projects, as these give me the most freedom to bring my visions to life, especially my books. That is why I started writing in the first place, is to have the freedom to paint what I want.

**Brom is the artist and storyteller behind many stunning works of art from Plucker, the Devil's Rose and the Child Thief: An Illustrated Novel which is a retelling of Peter Pan with a darker edge. His most recent outing Krampus: The Yule Lord will be out Oct. 30th this year, just in time for Halloween...and Christmas.**

WARZONE

DEMIGODS

GRILLO TERUEL





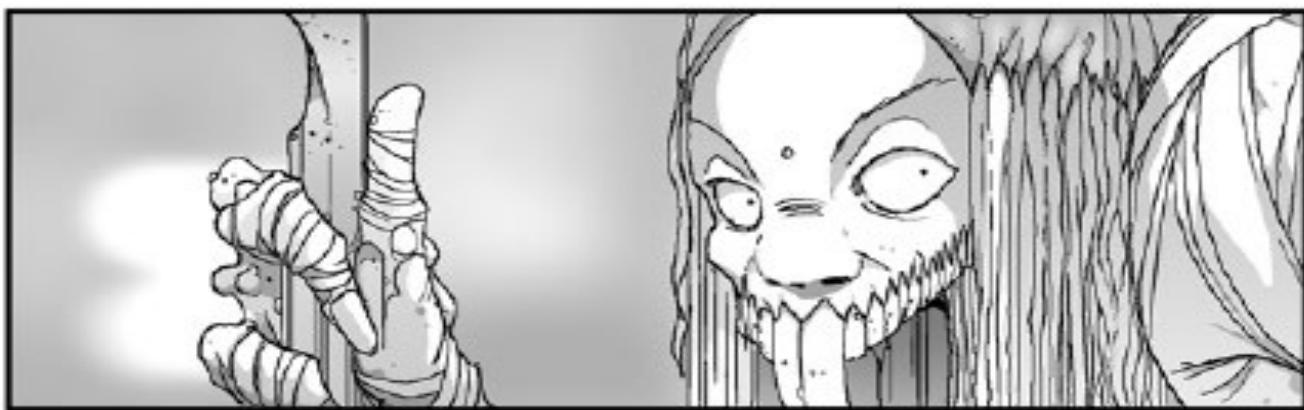


# bleeding ink PRODUCTIONS

<http://www.bleedinginkproductions.com/>

# MALSCARA







G.T. Becks was born in the Washington DC metropolitan area June 18, 1968. He became interested in writing and music at the age of 6, and after a few years of collecting comic books became inspired to draw his own. Mostly a self taught artist, his style is a mix of both Japanese Manga and American comic influences.

In 1992 he moved to Los Angeles and completed his first comic series called Vixen 6 which was adapted into a screenplay.

In 2001 he started the series Mazscara, a webcomic whose story elements mix horror, drama and fantasy. At the same time he began to discover 3D software such as zBrush, Cinema 4D and Poser, which took his art in a whole different direction. G.T is currently working on several 3D projects as well as two new comic series called the Humorville Hillarrians and Fiendy.

His art portfolio can be viewed here :

<http://githos.deviantart.com/>

#### Mazscara written info

Former A - list Hollywood actress turned undead femme fatale, implanted with an important mission to save five unknown children within the city of Los Angeles. Equipped with 250 feet of indestructible barbedwire for blood vessels and unbelievable healing abilities, she is torn between the worlds of revenge and heroism.

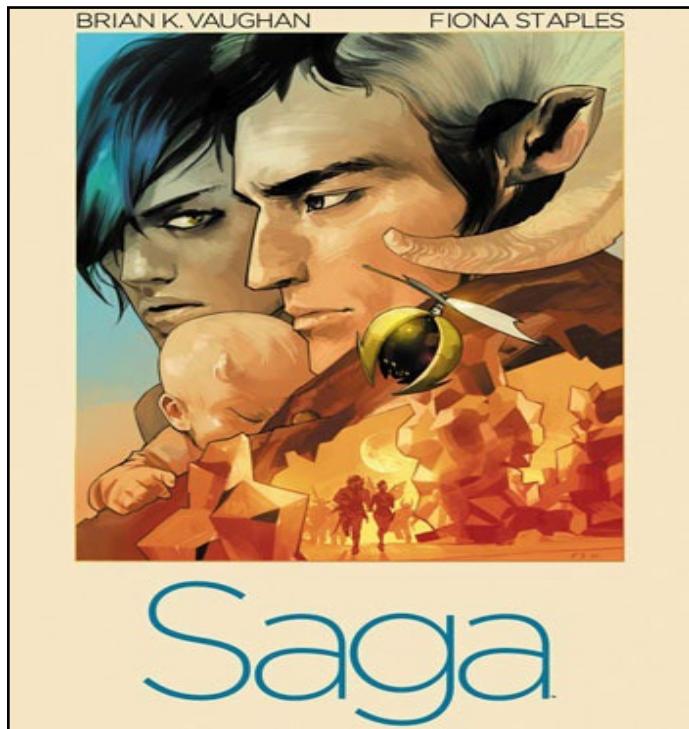
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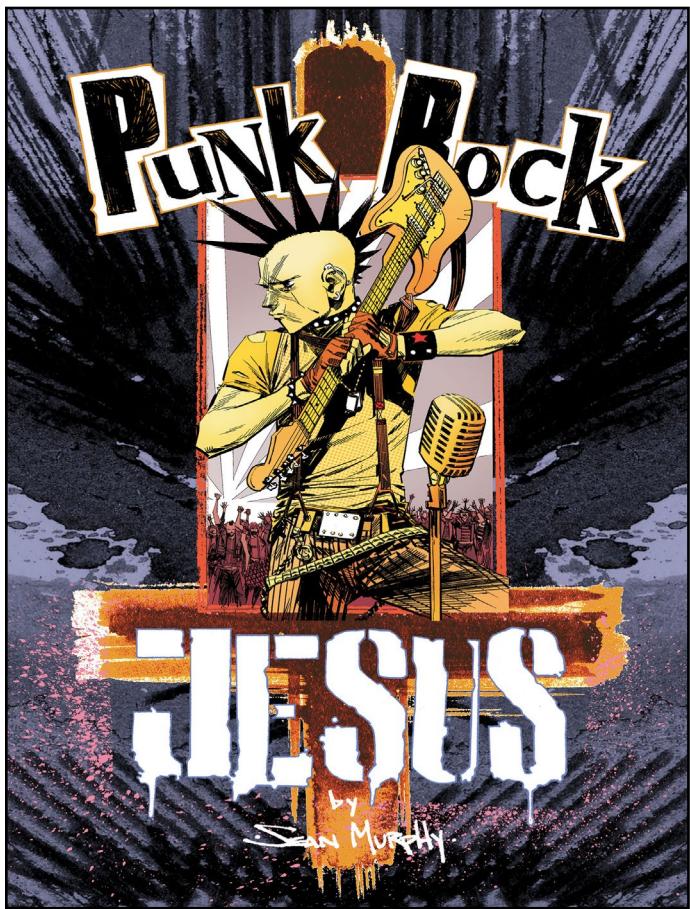
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# GREAT MAINSTREAM COMICS YOU PROBABLY AREN'T READING



**SAGA by Brian K. Vaughn and Fiona Staples (Image Comics)**, the master storyteller behind Vertigo's *Y The Last Man* which still stands out in my mind as being one of the best comic books ever created next to *Sandman*. Vaughn has a distinct style that is almost reminiscent of Joss Whedon in his ability to make characters so likeable and believable in even the most outlandish circumstances. Outlandish doesn't even begin to describe *Saga*, it has a little more bang for your buck than "Avatar", it is more like "Star Wars" in its diversity of characters, complexity and in terms of science fiction world building. It involves two alien beings, a guy with horns named Marko and a fairy winged woman with a foul mouth named Alana who is pregnant with his child. They are our 'Romeo and Juliet' who essentially are from two different races

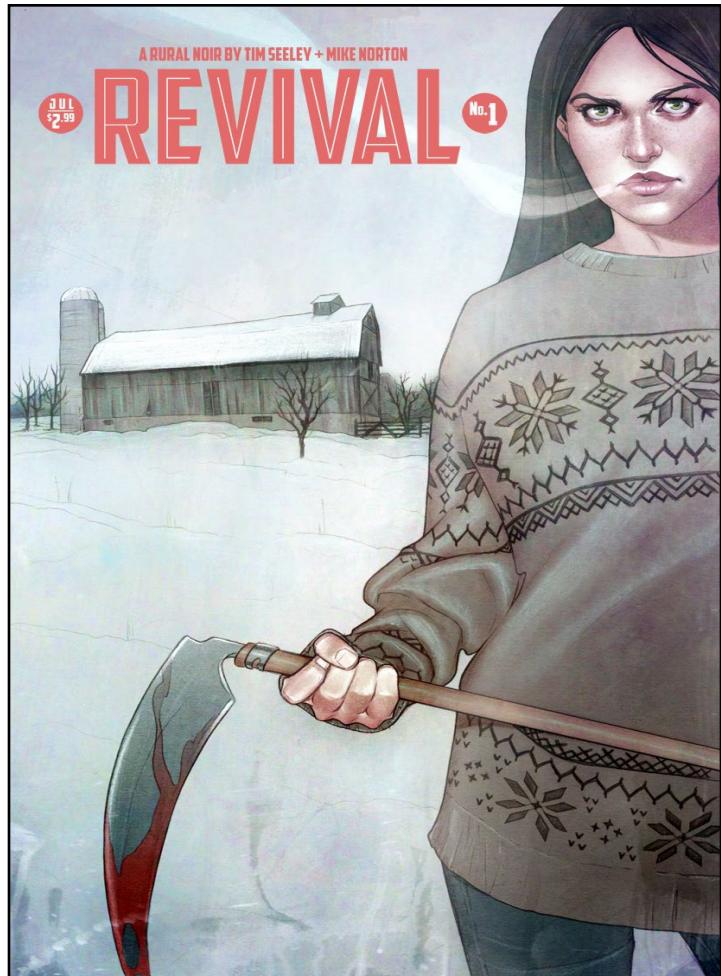
of beings that are at war with each other and their child is a representation of everything that is considered an abomination to their cultures. Various assassins are sent after them which leads them to go from world to world to try to escape with their child where they run into more and more bizarre creatures. From the ghosts of murdered children to giant spider women, a walking, talking TV set man and a guy named The Will whose moral ambiguity is akin to that of a *Watchmen* character. He is an assassin that kills for a living but wants to raise a bounty by killing two people so that he can save a six year old girl from being a sex slave. The complexities of the characters and an understanding into the psyche of everyone involved is what Vaughn does best, he shows us that everyone has a reason for doing what they do no matter how violent or terrible. It's who survives in the end that matters. The story is told in narration by Marko and Alana's child who is telling us the story of her parents whose fate still remains a mystery. Vaughn himself calls the comic "Star Wars for perverts" because of its adult content and nudity but points out in an interview that if everyone who complained about how the *Star Wars* prequels disappointed them wrote their own sci-fi epic, the world would be a better place.



## Punk Rock Jesus (Vertigo Comics)

Although this is only a mini-series, it is definitely worth checking out. While the title implies a sort of blasphemous and ridiculous slant on religion, the comic is much more than that. It's a social commentary on society and our world. Taking place in a distant future, Punk Rock Jesus is the story of an Irish assassin, a scientist and the producers of a TV reality show who all come together to create a clone of Jesus. This clone will be broadcast live across the world ala The Truman Show and his entire life will be televised. DNA recovered from the Shroud of Turin is supposedly used which is a hot topic of debate in the comic and everyone seems to have hidden motivations and reasons for participating in this epic resurrection which some see as evil and others as the second coming. In black and white, it's the perfect blend of art and character nuances that make it work. The twist ending of the first issue and how this mini-series pans out really has me excited to read more.

**Revival (Image Comics):** Another great comic from Image, showing that the “all style no substance” stance of Image has come a long way from the nineties where 75% of Image books were about art and less about story. Revival is another great creator owned book that tells the story of a small town Sheriff who lives in a town with “Revivers”. While I am as jaded with zombie stories as the next guy, I think Walking Dead the comic may be the only ones who do it well, this comic really isn’t about zombies as much as how people react to their loved ones coming back to life. They aren’t mindless creatures that yearn for brains but are darker versions of their loved ones who can speak and think but like Pet Semetary, their soul is basically gone. As we see in the first issue with an elderly woman who pulls out her teeth with pliers because they keep growing back and she wants to wear her dentures. It has some of the usual small town clichés like a daughter who wants to prove something to her father and has to look after her little sister but they work well here because they help us jump into the story. Not to mention the strange spindly white creature we see walking around in the woods which leads me to believe this comic has some surprises in store for us.



## Other Recommendations:

I could give you the usual Watchmen, Sandman, Batman: Year One, Batman: The Killing Joke, The Dark Knight Returns, Maus, Sin City, From Hell, Preacher, V for Vendetta recommendations but I'm going to assume you are smart enough to have read all those already.

Some of my other personal favorites include:

**Kraven's Last Hunt:** Spiderman in the black costume, still married to Mary Jane, buried alive by Kraven, it is a claustrophobic and psychologically compelling tale of a man gone insane.

**Astonishing X-men:** Joss Whedon's run on X-men breathed new life into a dying book. Honestly I love the X-men, I grew up reading them but somewhere along the way the concept ran sour with too many crossovers and mini-series and shiny platinum covers in the nineties and it turned into a big mutant apocalypse. Whedon took things back to their roots and made them relatable to the casual reader again by reintroducing Kitty Pryde and having



her come back to the X-mansion after a long hiatus. She finds a different team, a dead Jean, White Queen with Cyclops and wonders what the hell happened to the X-men (like I still do). The first arc features the return of a major character which is reminiscent of Buffy and Angel's return from Hell while the second arc kind of pisses you off as Whedon tends to do by making us mourn for our favorite characters but he always packs a punch.

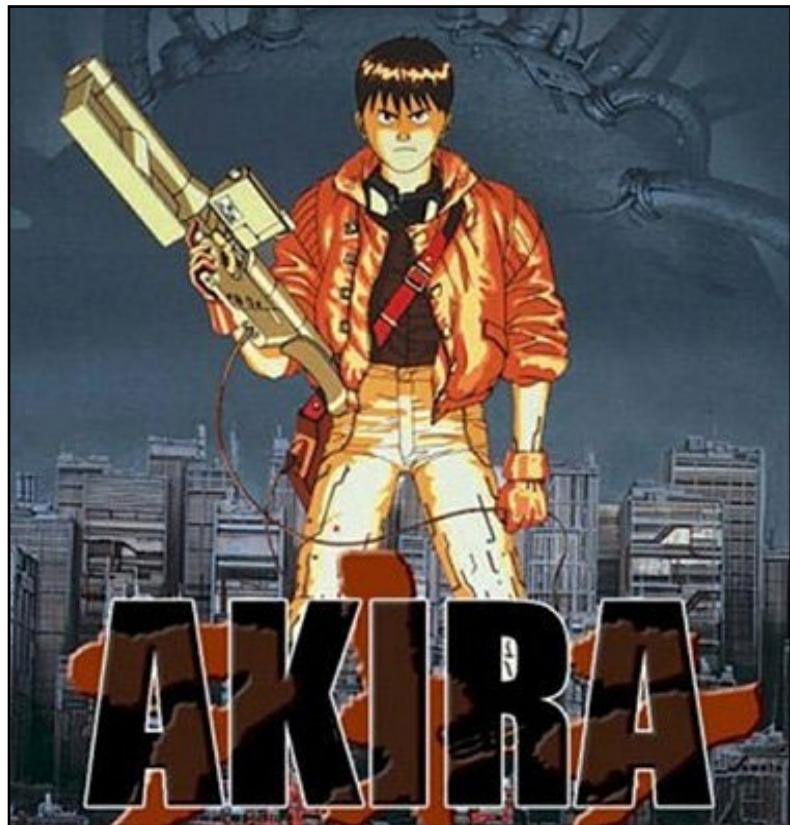
**Walking Dead Compendium:** The first fifty issues of Walking Dead together in a massive trade, totally worth the money and time to read it. Michonne, the Governor, the prison, Rick's slow unraveling, everything we want to see from the TV series. Let's just hope it can deliver.

**Planetary:** A Warren Ellis comic that proves he is truly the master of weird. He takes a Fantastic Four like team who investigates things that exist outside the realm of reality. Also I recommend Transmetropolitan by Ellis which is an amazing look at future New York and a demented reporter named Spider Jerusalem.

**Summer Blonde by Adrian Tomine:** If you need a comic to prove to you that all comics don't have to be about superheroes or graphic violence or monsters, Tomine is a great place to start. His short stories here are like something you would read out of a really great book, the characters are damaged people living strange little lives. It almost reminds me of Ghost World in it's pathetic glory. A look at how awkward and sad life can be for those who don't belong.

All images belong to their respective companies as listed, Saga is property of Image Comics, Punk Rock Jesus is DC Comics Vertigo Line, Revival is from Image comics and Image of issue of "Web of Spider-man" is from Marvel Comics.

# THE MARVELOUS WORLD OF MANGA

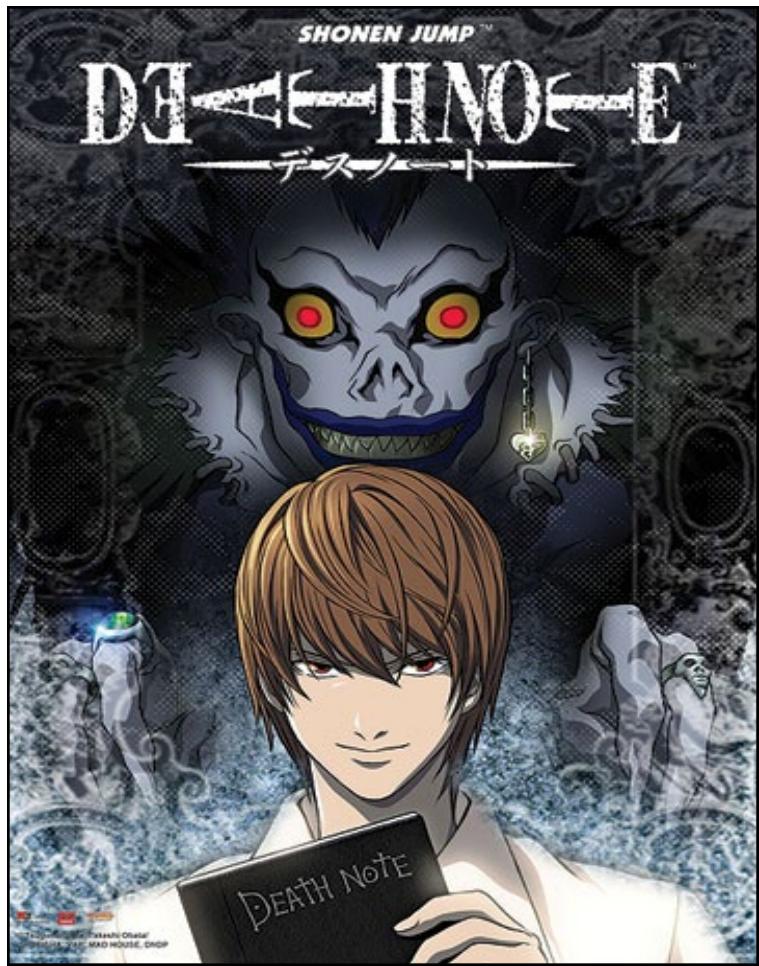


By Daniel W. Gonzales

This is a confession by a former cynic and a sudden convert to the world of manga. I admit I avoided manga for years, I looked down on it, I took a very ethnocentric attitude when it came to manga. “Why is it shaped like a regular book and not like a comic?” “Why is it made to be read right to left instead of left to right the way *normal* comics are?” “Why does everyone have such big eyes and everything seem so exaggerated?” While it is true much of anime and manga is notorious for its big eyed cupie doll stares which can be really annoying. I don’t like a character’s eyes to look like they are wobbly like a giant sunny side up egg when they are talking. Yet not all manga is like that. As you will see in another article in this issue about the work of Junji Ito, he is a master of grotesque and disturbing imagery which is anything but funny. He knows how to get under your skin and while he doesn’t use a whole lot of logic in his surreal landscapes, they make for incredibly strange stories that seem dream-like and strike down to our deepest fears and terrors. Other manga writers

take a different stance, they show us what life is like for the average Japanese teenager who lives in a world of conformity and a driving need by his parents to succeed and get straight A’s. There is also a sort of repressed sexuality that comes with the Japanese culture that manifests in its art and subculture as there is a certain obsession in almost every manga with Japanese school girls with large breasts and short skirts. I wouldn’t say that the culture endorses pedophilia but they sure do play with the idea of it a lot.

Let’s start with the worst manga: High School of the Dead. Quite simply, it’s ridiculously sexist and makes no logical sense. It’s kind of like any episode in season 2 of Walking Dead, the character’s motivations make no sense and it all seems centered around mindless zombie killing...with of course, the giant bouncing breasts. It’s almost as bad as tentacle porn or the genderless androgynes of the yaoi manga. There is no real point to it. It’s as annoying as the people who insist that anime and manga are the only real comic art forms. I admit to being biased against manga but maybe that’s because the so-called manga enthusiasts used to go into comic book stores and say things like, “where are the real comics?” which annoyed me to no end. Although with manga, you do get a lot more bang for your buck. I’m talking almost 200 pages of art and story for ten to fifteen dollars, it’s the equivalent of a graphic novel and they don’t charge 3.99 for 20-22 pages of story with characters who have been around over 50 years. That is the disadvantage of American comics, they last too long, they are the cosmic soap operas of the graphic art world. How many times can Spider-man



go up against Green Goblin before you just don't care? Or how many times can the Joker kill one of Batman's friends and he just send him to Arkham Asylum? It's the staple of predictability that limits American comics. They can never really change, the status quo must always remain the same for the next generation of fans. I'm sure fifty years from now, some kid will be buying a spider-man comic book in a space cruiser.

There are some mangas that do have 50 or more volumes but they mostly head toward an inevitable end. They can resurrect like Doctor Who but only in a new form with a different set of adventures. In my quest for quality manga without the jiggly annoying Pokemon eyes and "gotta catch 'em all" mentality, I found quite a few gems.

#### SPOILERS WILL FOLLOW:

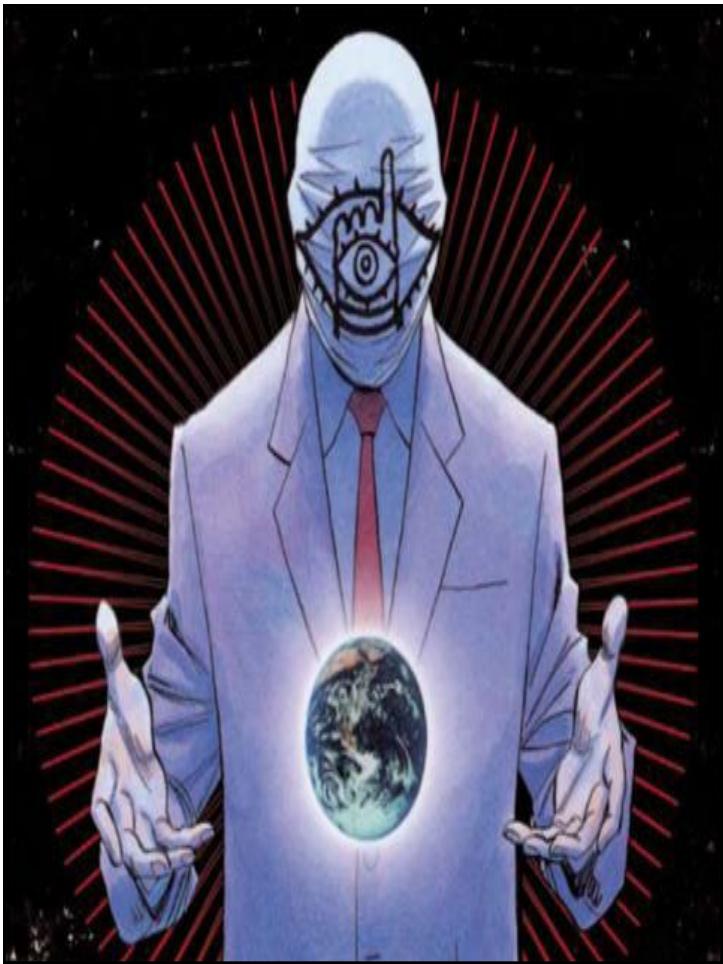
First there is "**Akira**" which many sci-fi fans know about. It's a wonderfully decadent story set in the near future after a nuclear war in Japan, the art is stunning and each panel is drawn out like an elaborate action film. It is about a motorcycle gang in Neo-Japan who gets involved with a group of underground scientists who have been experimenting on children for decades. In their quest to unlock the true potential of the human mind, they unleashed Akira, a child with the ability to destroy cities. This power gets extended to

several other characters and there are scenes of such extensive carnage that they really give Alan Moore's "Watchmen" a run for its money in the visual destruction department. The story doesn't end at apocalypse, it begins and shows us a city with no rules, run by psychopaths and psychics, a drug addict and a child who can destroy the world.

Another series titled "**Planete**" is a space opera without the opera. Although it has action sequences and drama, it is nowhere near a Star Wars or even a Star Trek in terms of fighting aliens or battling out father issues in outer space. It's a realistic look at the future in the way Wall-E was, showing us that if we don't give up our slovenly ways, this is what the future holds. Humanity has travelled out into the universe to explore and conquer but many have found it lacking. Those who are astronauts are essentially trash men of the universe who pick up garbage left behind by previous generations. Earth had become so polluted that the filth and debris were blasted into space but now they are tangling up with satellites and causing other problems. The comic is about the secret dreams and ambitions of people who live a sort of aimless but meaningful existence. There is a background story about a group of terrorists who don't believe that humanity should ever have gone into space but this is a character driven drama that just happens to take place in the future.

**Battle Royale:** The Comic. What can I say? Enjoy the Hunger Games books? Did you think the movie was good? Okay. Do you think the books were original and the concept? No way. The Japanese came up with this about a ten or so ago. Battle Royale however isn't written for pre-teens, it might not even be appropriate for some teens. It is an R-rated Hunger Games. Children must kill each other for reasons of population control but nothing is hidden from the reader here, we see just how vicious kids can be. In Lord of the Flies style, they gather together and kill each other one by one. Alliances are formed, relationships are destroyed, boyfriends kill girlfriends, friends turn on each other because no one wants to die and they are caught up in a corrupt system they cannot control. This is a great series because it's honest and a hell of a lot more brutal than Hunger Games.

**Deathnote** is one of the more popular mangas in Japan and has spawned several films, its popularity has grown in the US over the past few years. Deathnote is strangely not as overtly violent and grandiose in its plotting as you might think from the title and cover art. It is almost a psychological thriller of biblical proportions. It is about a demonic deity who grows bored of living in limbo and tosses out his "deathnote" book so a mortal can find it. The mortal in question is a young student who beneath his gentle exterior and controlled demeanor lurks a sociopath in disguise. He decides to test



the book out by writing down the names of people in it that he believes should die and he is amazed when they do. Soon it becomes an addiction, he decides to rid the world of all the criminals in the world by finding them online and in the paper and writing down their names in the deathnote book and having them die. Soon these mysterious deaths get the attention of the police and a mysterious detective named "L" who never shows his face. It becomes a psychological game of warfare between L and the boy Light to see who will win. It brings up the idea of morality versus immorality, playing God versus justice and the inevitable corruption that comes with too much power.

My last recommendation will be "**20<sup>th</sup> Century Boys**" which is the story of a group of friends ala "Stand by Me" who grow up to discover their lives haven't turned out like they planned. In fact, many of their lives are very much ordinary or disappointing while one of their friends from their old group mysteriously commits suicide. It causes the group to become suspicious after one of their members receives a letter from him before he allegedly killed himself wanting to meet and showing a symbol that they used as kids as part of their secret club. This symbol is now being used in a series of murders and by a mysterious cult leader calling himself "Friend" who is influencing dozens of people to join him and help bring about the apocalypse. The series shifts back and forth through time to their childhood and in the future as they begin to uncover the

strange conspiracy that has taken over their lives.

Other Recommendations:

**Ghost in the Shell:** a cyberpunk story about body swapping and robots, virtual reality and the dangers of artificial living.

**Parasyte:** A young man becomes infected by a strange alien parasite which leads him to uncover an alien race that is trying to take over earth.

**Monster:** The story of a doctor who decides to save the life of a young boy over the mayor and loses his standing in the community. Later he gets drawn into the conspiracy as other doctors are murdered and he seems to be the only suspect.

**Berserk:** A medieval fantasy world about an orphaned mercenary and the leader of a group called Band of the Hawk and their various adventures across a fantasy landscape of creatures.

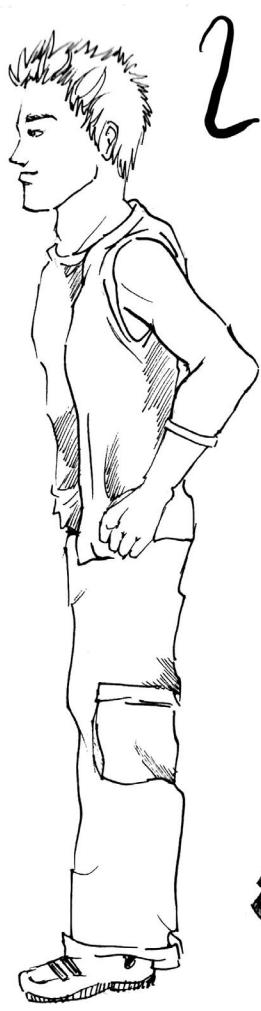


All images are the property of ToykoPop Comics.

# Sneak Preview of “Freak Gallery”. An upcoming original comic



Father Peter Brantagan

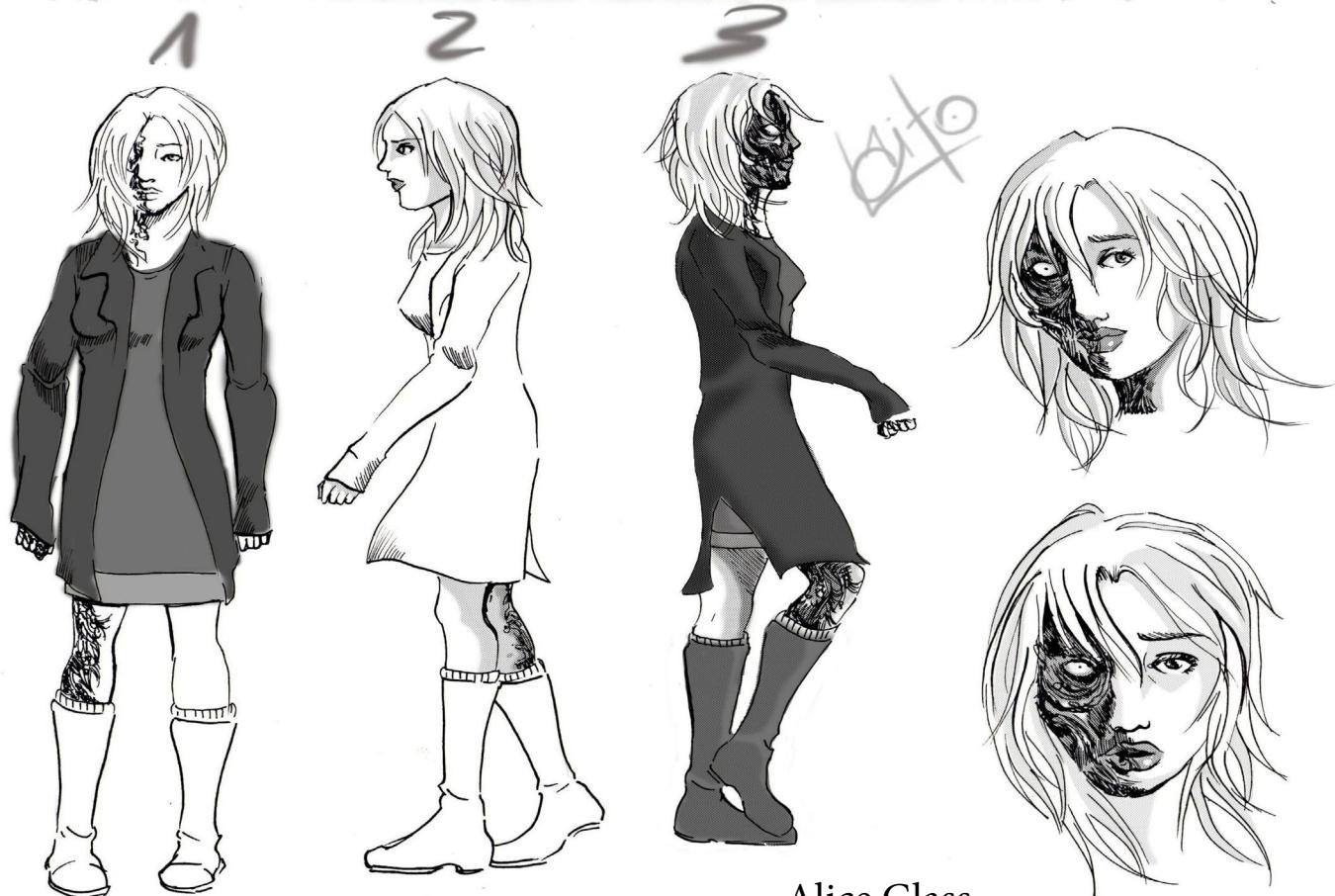


3



Jesse Brave

written by the creator and editor of *Surreal Grotesque*.



Alice Glass



Janet Petree

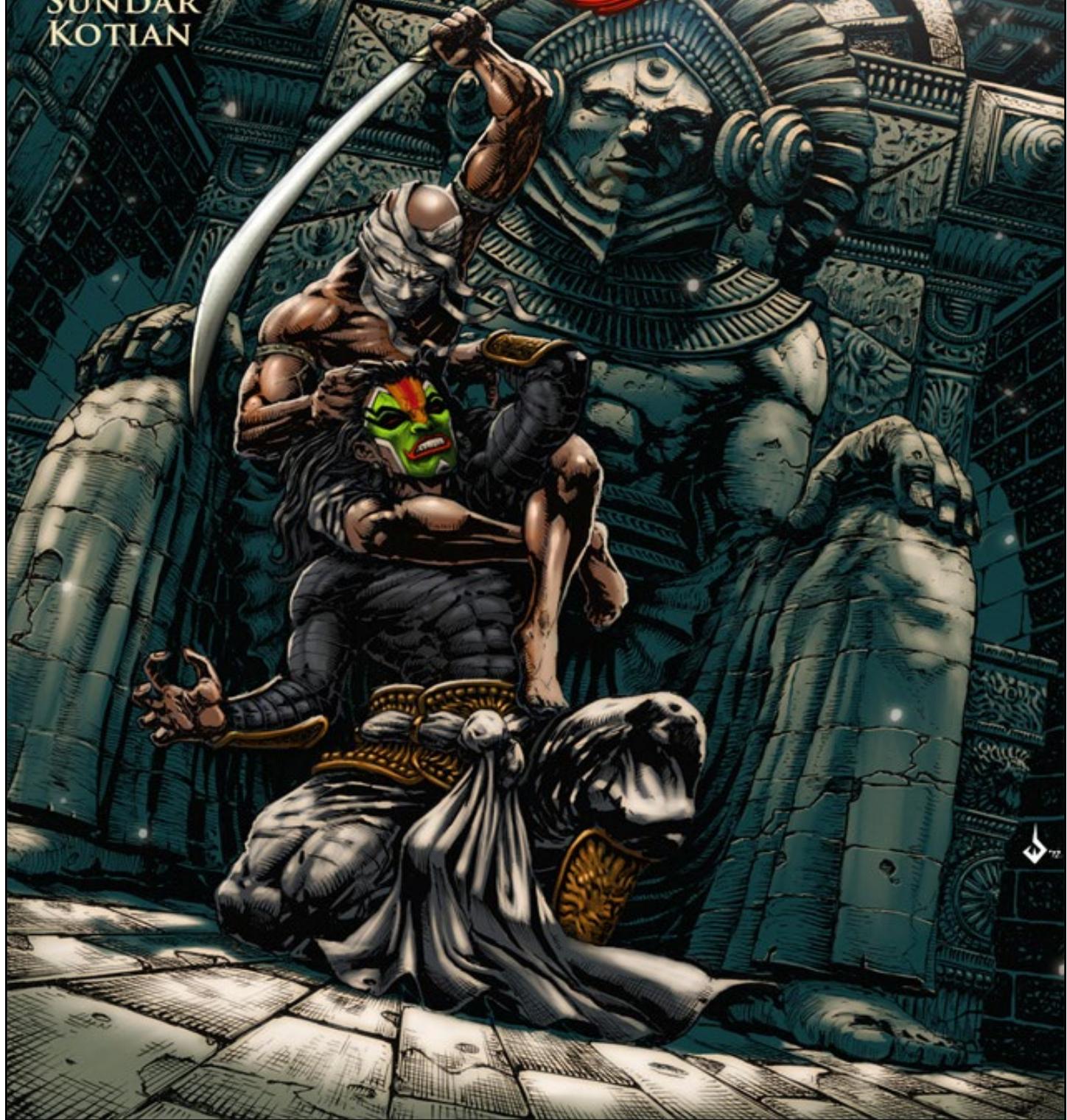
  
artwork by Leonardo M.



ISSUE  
06

SUNDAR  
KOTIAN

# Odayan







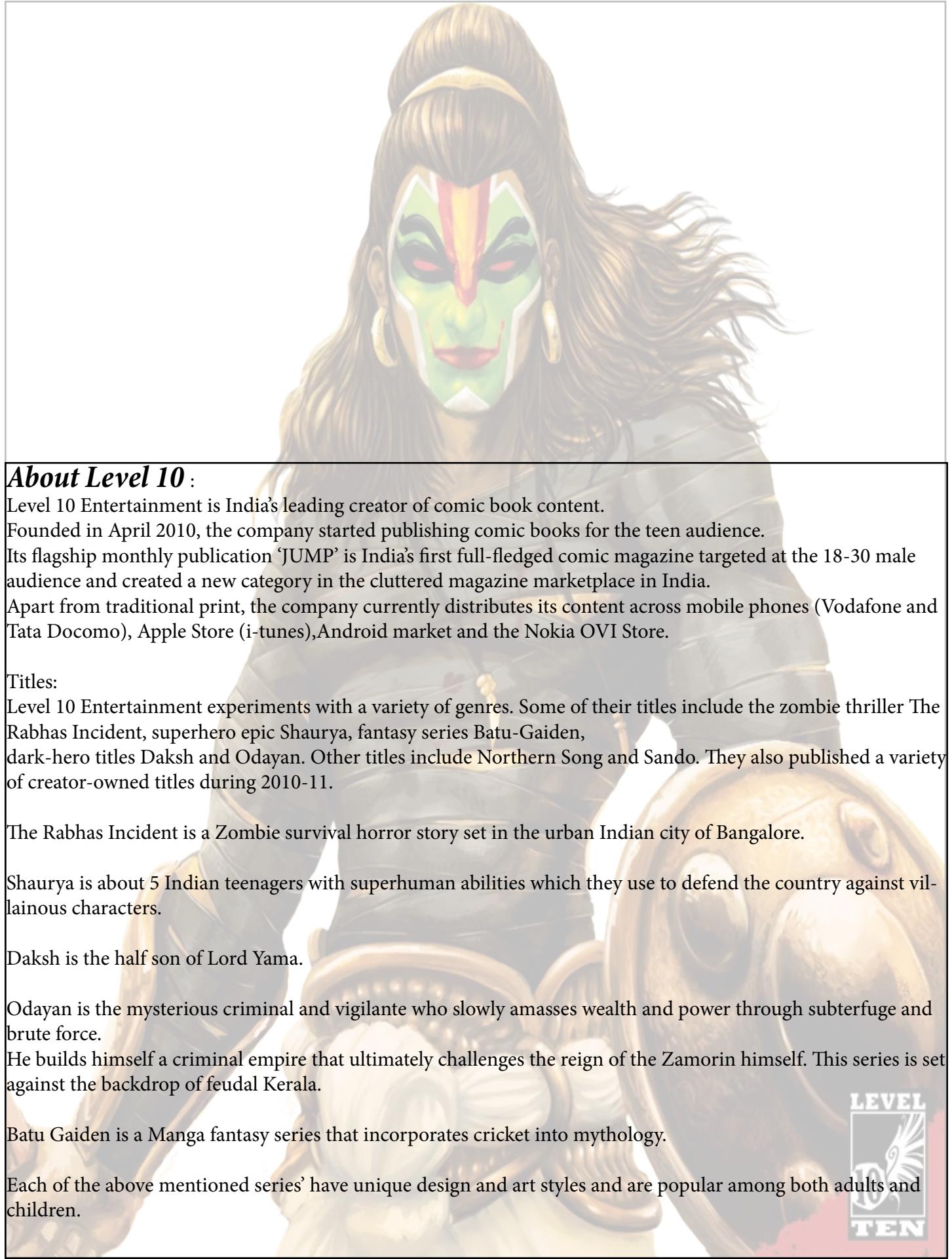


MOVES THAT HAVE BEEN PRACTICED  
AND PERFECTED UNDER THE AEGIS OF A  
GURU...RENDERED USELESS BY MY COUNTER.



THE WEALTH OF SKILL ACCRUED THROUGH  
YEARS OF PRACTICE AND PENANCE





## **About Level 10 :**

Level 10 Entertainment is India's leading creator of comic book content.

Founded in April 2010, the company started publishing comic books for the teen audience.

Its flagship monthly publication 'JUMP' is India's first full-fledged comic magazine targeted at the 18-30 male audience and created a new category in the cluttered magazine marketplace in India.

Apart from traditional print, the company currently distributes its content across mobile phones (Vodafone and Tata Docomo), Apple Store (i-tunes),Android market and the Nokia OVI Store.

### **Titles:**

Level 10 Entertainment experiments with a variety of genres. Some of their titles include the zombie thriller The Rabhas Incident, superhero epic Shaurya, fantasy series Batu-Gaiden, dark-hero titles Daksh and Odayan. Other titles include Northern Song and Sando. They also published a variety of creator-owned titles during 2010-11.

The Rabhas Incident is a Zombie survival horror story set in the urban Indian city of Bangalore.

Shaurya is about 5 Indian teenagers with superhuman abilities which they use to defend the country against villainous characters.

Daksh is the half son of Lord Yama.

Odayan is the mysterious criminal and vigilante who slowly amasses wealth and power through subterfuge and brute force.

He builds himself a criminal empire that ultimately challenges the reign of the Zamorin himself. This series is set against the backdrop of feudal Kerala.

Batu Gaiden is a Manga fantasy series that incorporates cricket into mythology.

Each of the above mentioned series' have unique design and art styles and are popular among both adults and children.





LEVEL  
10  
TEN ENTERTAINMENT PVT LTD



LEVEL  
10  
TEN ENTERTAINMENT PVT LTD

# MARROW BONES

NUMBER ONE

MAY 2012

ERIC ORCHARD



Springwinder

# CHEESELORD COMICS



Jon Michael Lennon is an artist and writer based in the western suburbs of Chicago. Lennon spent most of his childhood filling notebooks with drawings of cartoon characters he saw on television and super-heroes he read about in comic books. In high school he began producing comic strips for the school's newspaper and eventually became editor-in-chief as well. Lennon studied journalism and psychology in community college before freaking out and enrolling in art school. In 2005 he attained a BFA in Illustration from The American Academy of Art in downtown Chicago. Unable to find success in the commercial art field Lennon founded his own comic book imprint CheeseLord Comics in 2007 and dedicated himself to creating the type of stories he always wanted to read. Known for pushing the boundaries of good taste his comics attempt to explore the absurdity of human existence through comedic, dark and surreal tales. Ain't It Cool News has called Lennon's anthology series Product of Society, "...a hell of a lot of fun to read," and, "...not the product of a sane mind." For more information about Jon Michael Lennon and his comics please visit [CheeseLordComics.com](http://CheeseLordComics.com), [facebook.com/cheeselordcomics](http://facebook.com/cheeselordcomics), follow him on Twitter @Jon\_M\_Lennon or contact him by email at [Lennon.CheeseLordComics@gmail.com](mailto:Lennon.CheeseLordComics@gmail.com).

# THE DEVIL IS DUE IN DREARY

ARDDEN

\$3.99 OCT '11

**#1**



DAVID PARKIN • ALLAN JEFFERSON







# EXECUTION

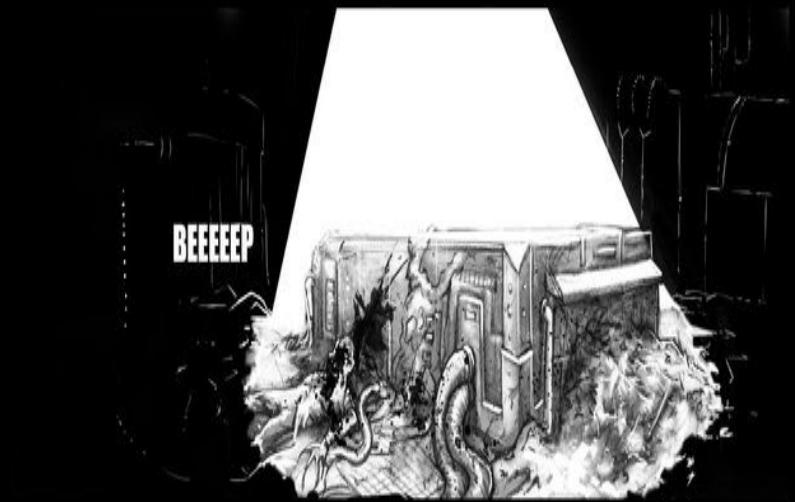
VOLUME 1



Austen Mengler

BEEP

BEEEEEP

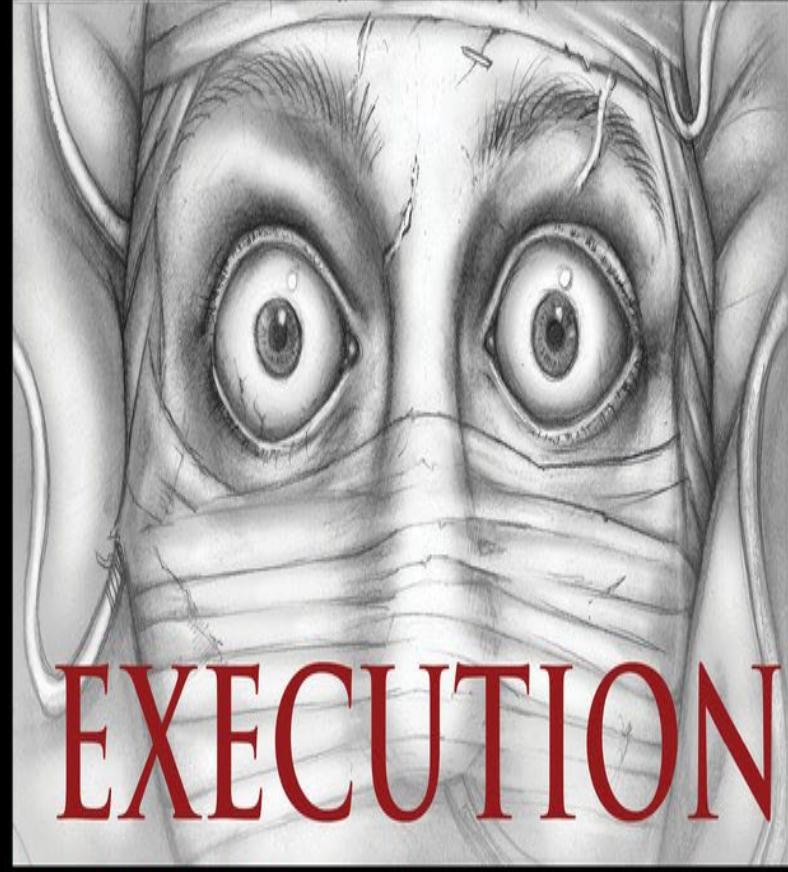


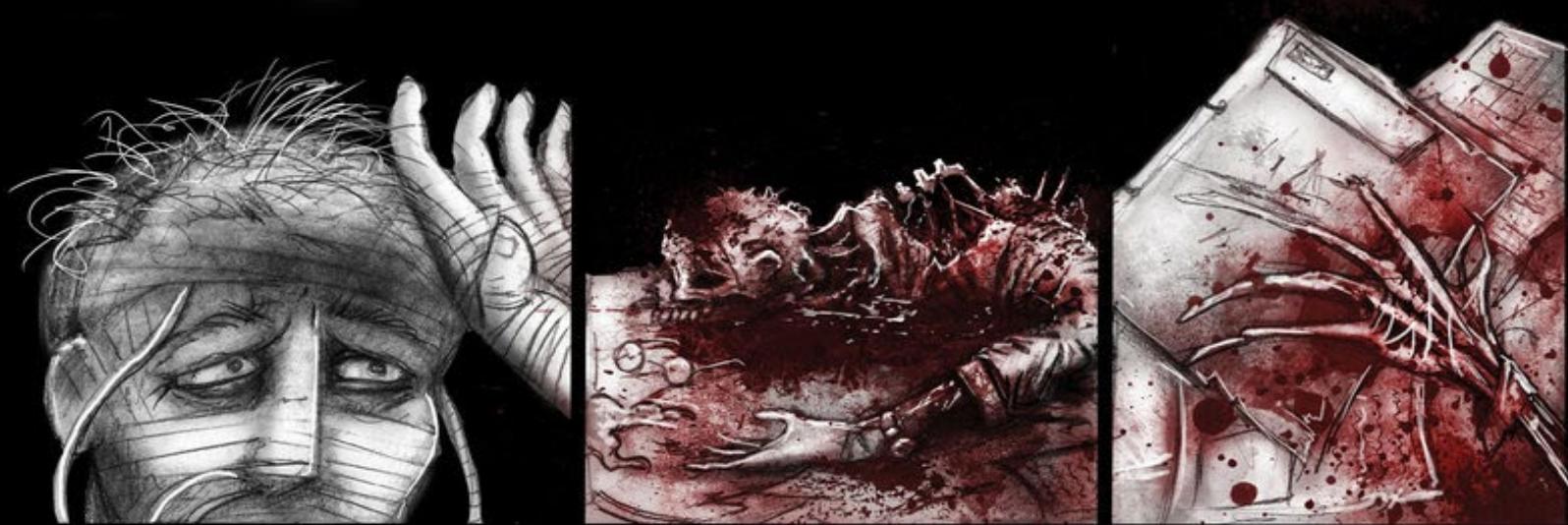
BOOP!

FWOOOM!



BEEP





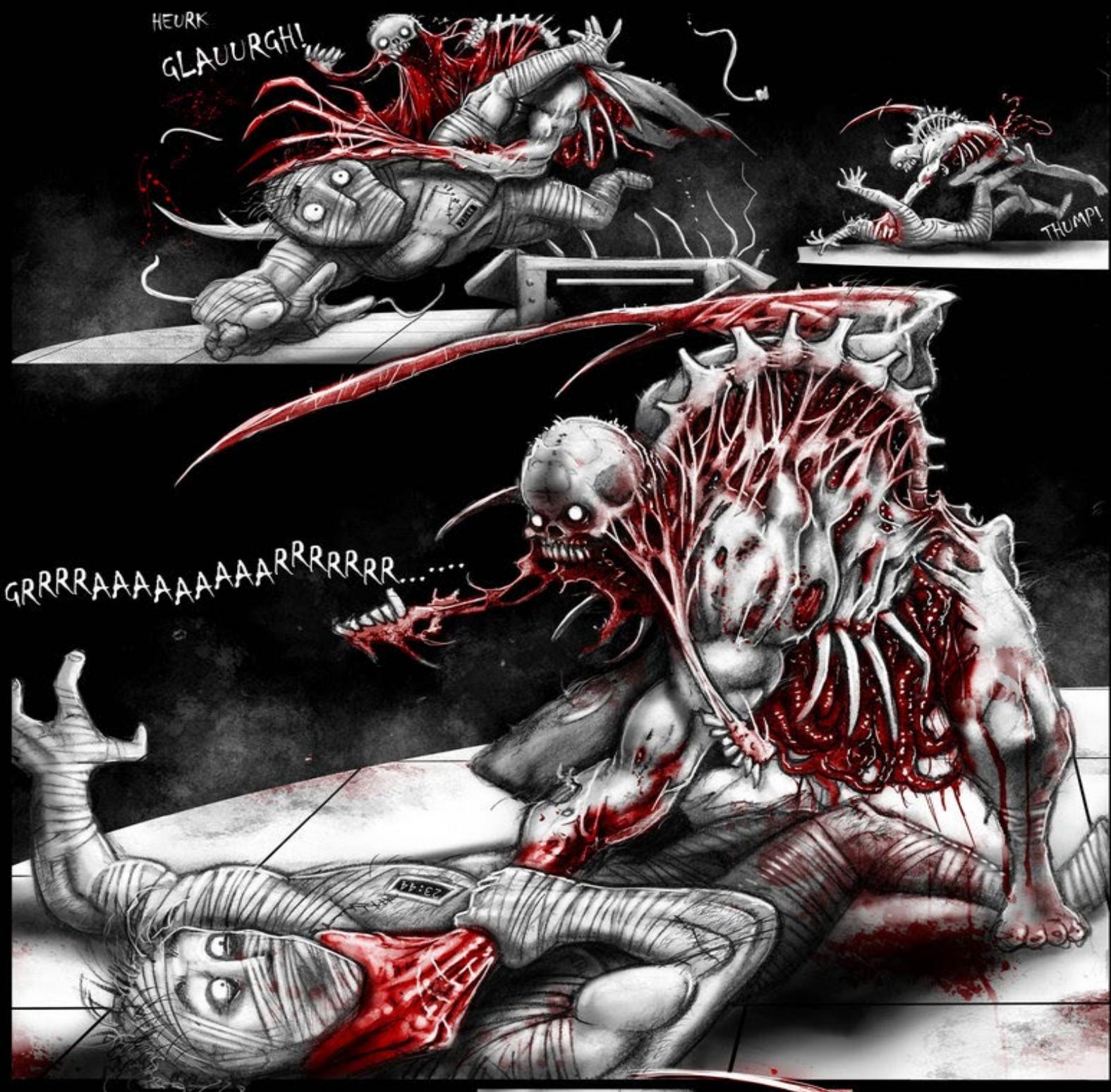


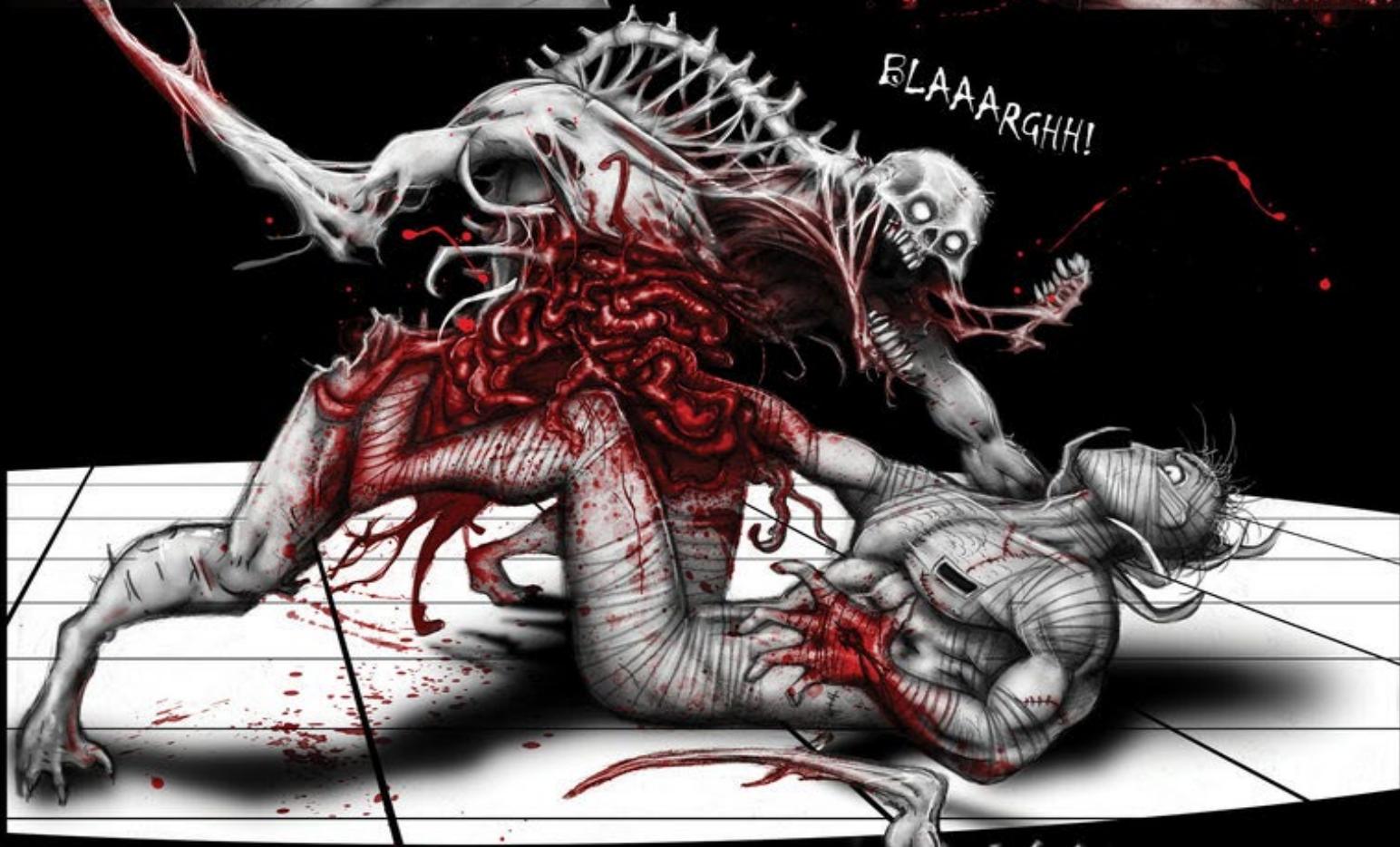


CLANG!









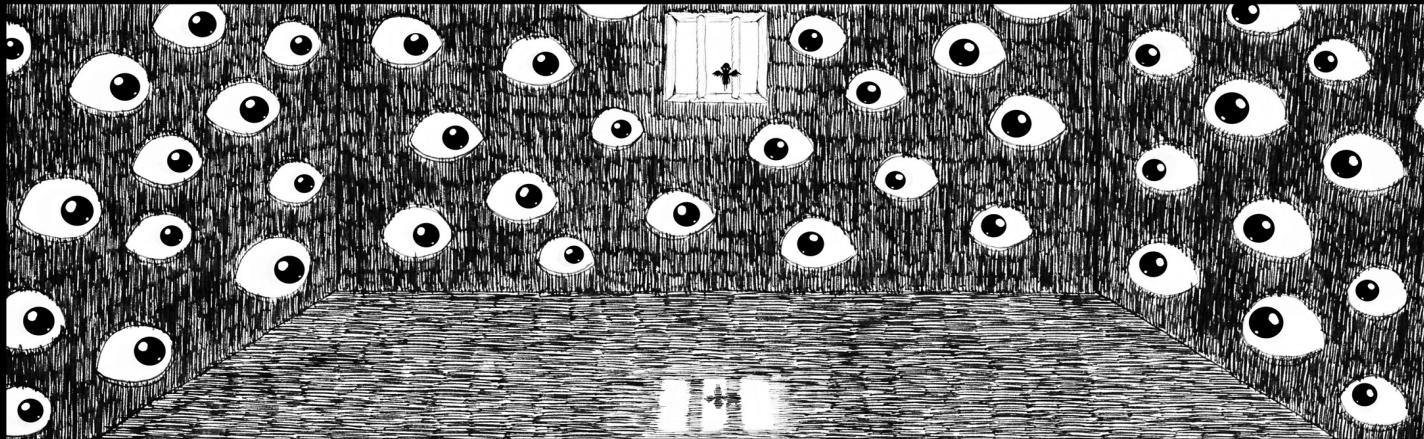
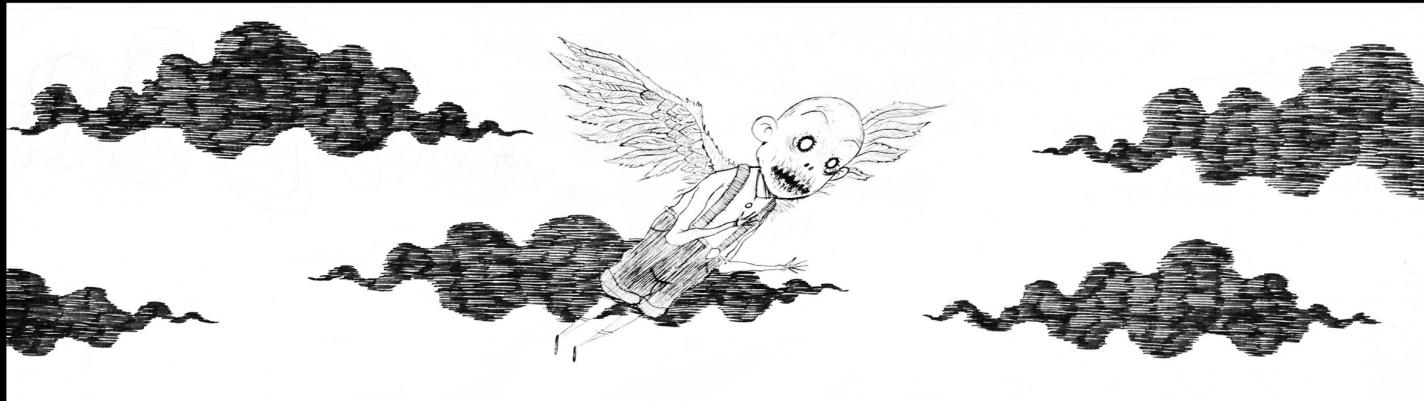


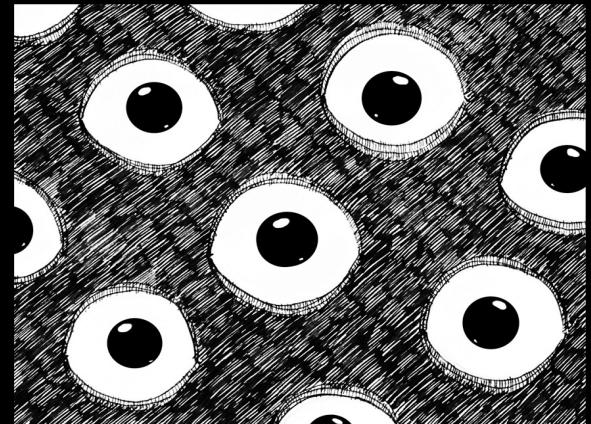
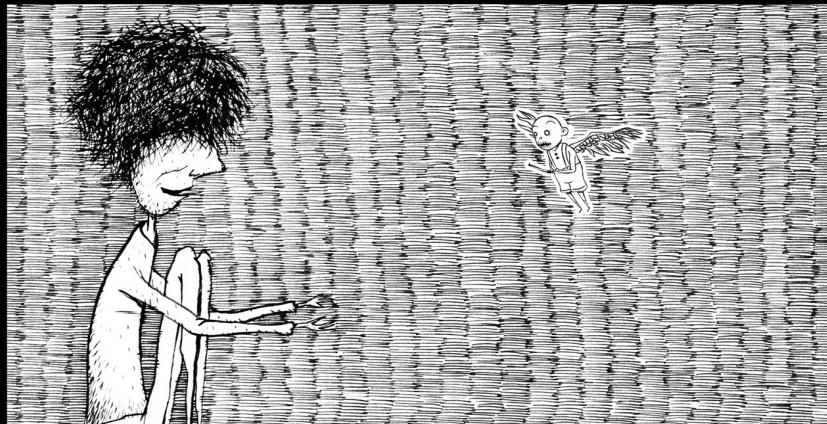
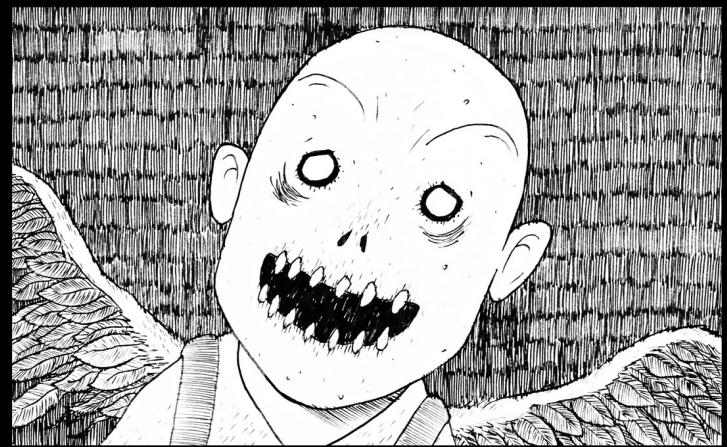
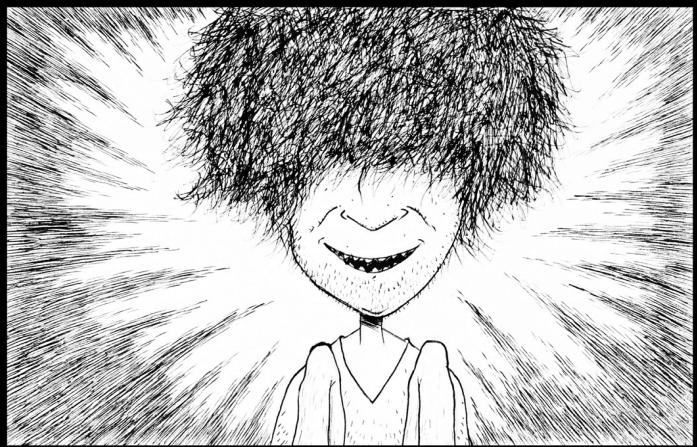
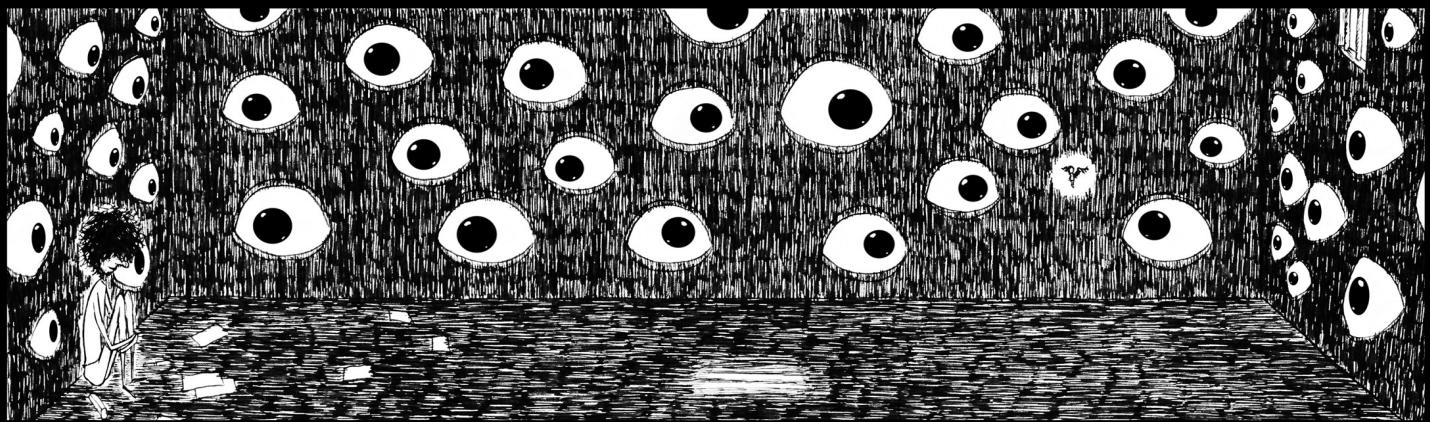
Austen Mengler, 2010, 10

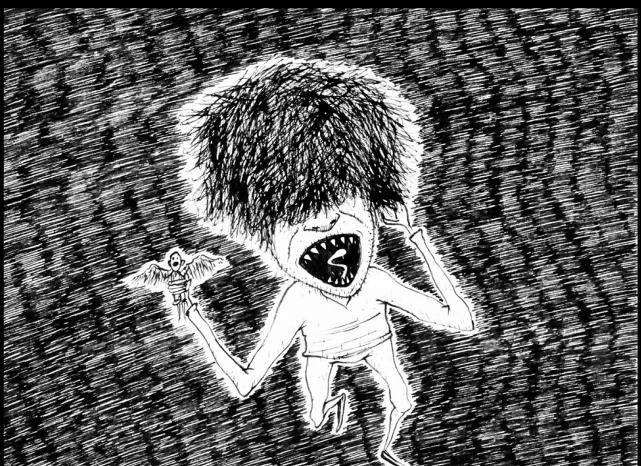
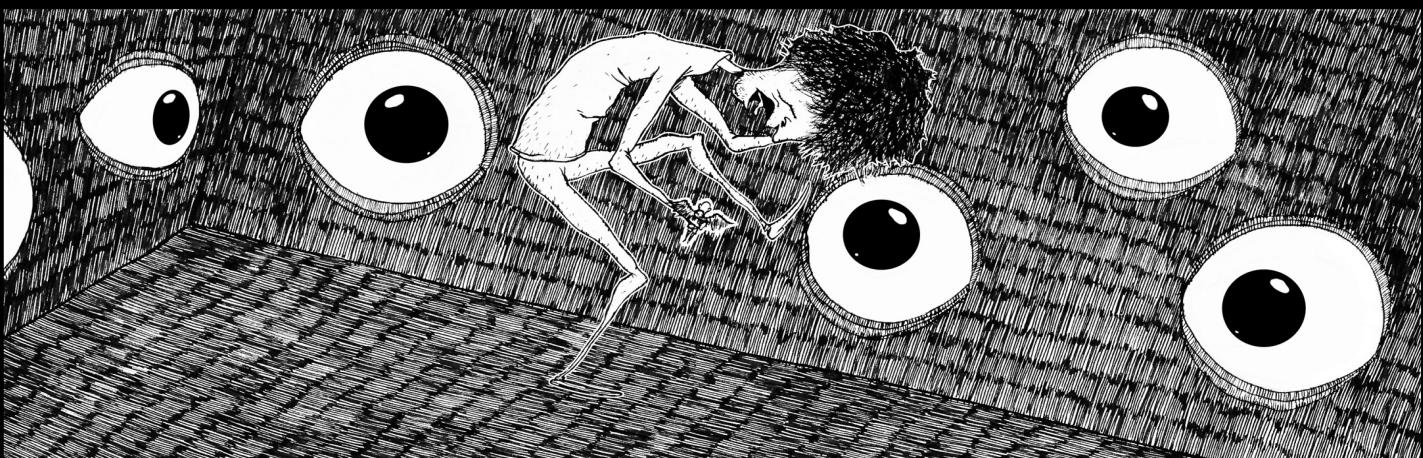
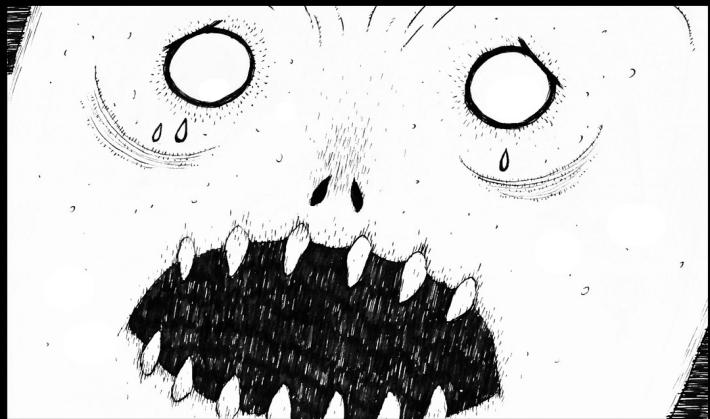
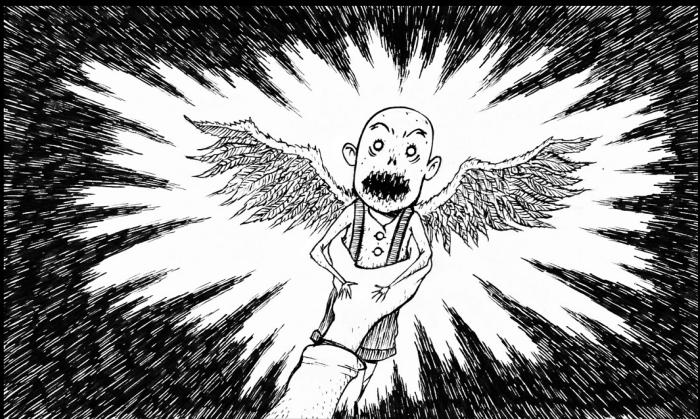


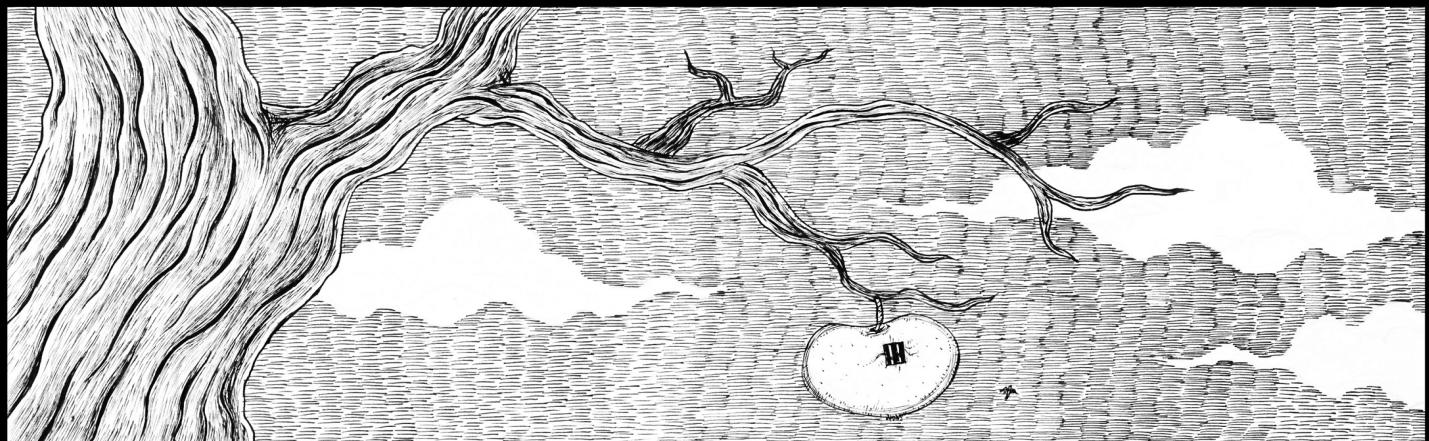
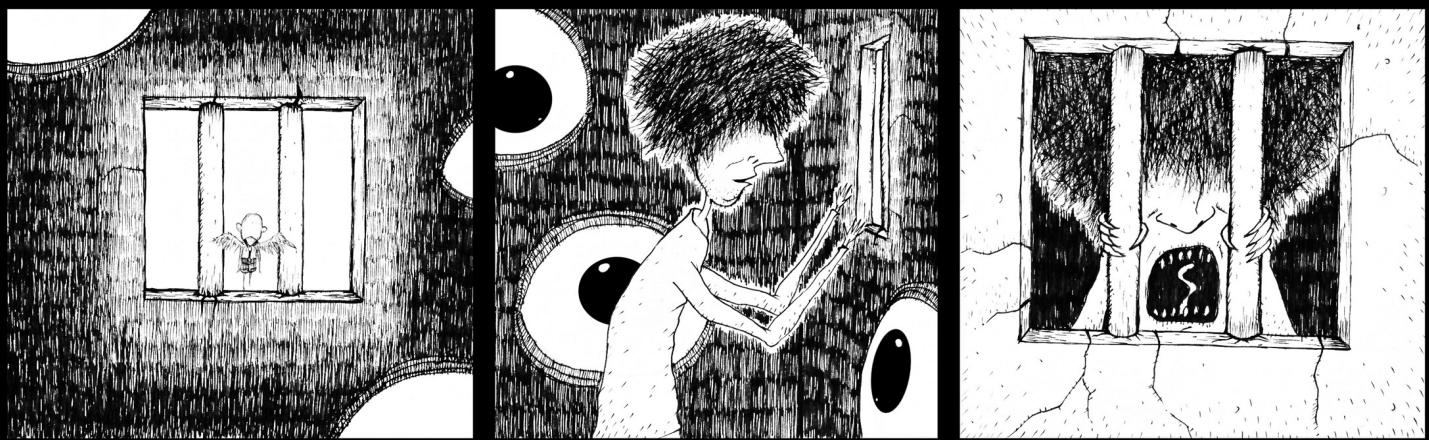
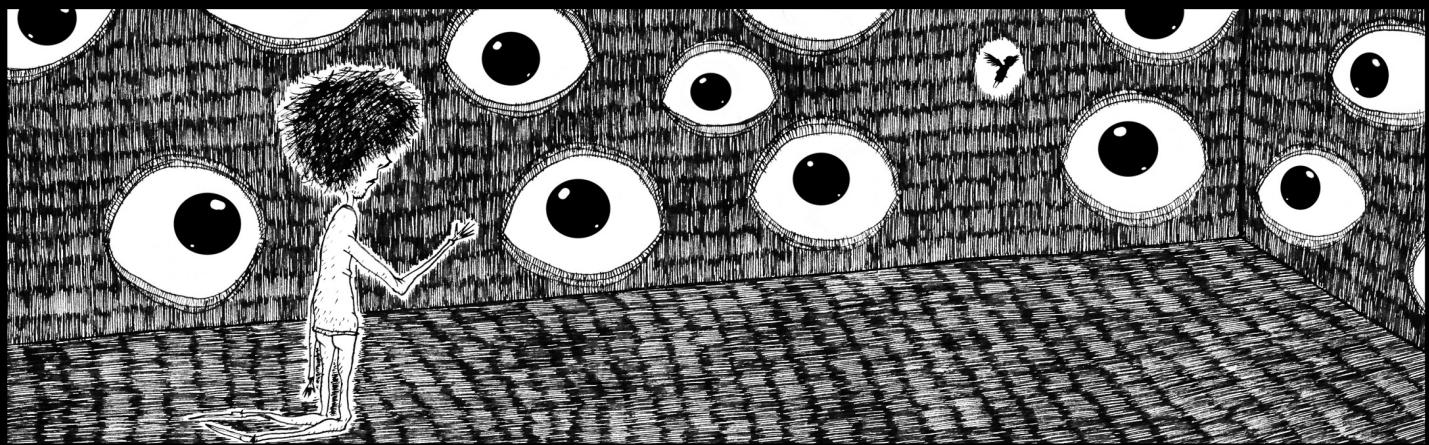
escape

KOLYA BILAN

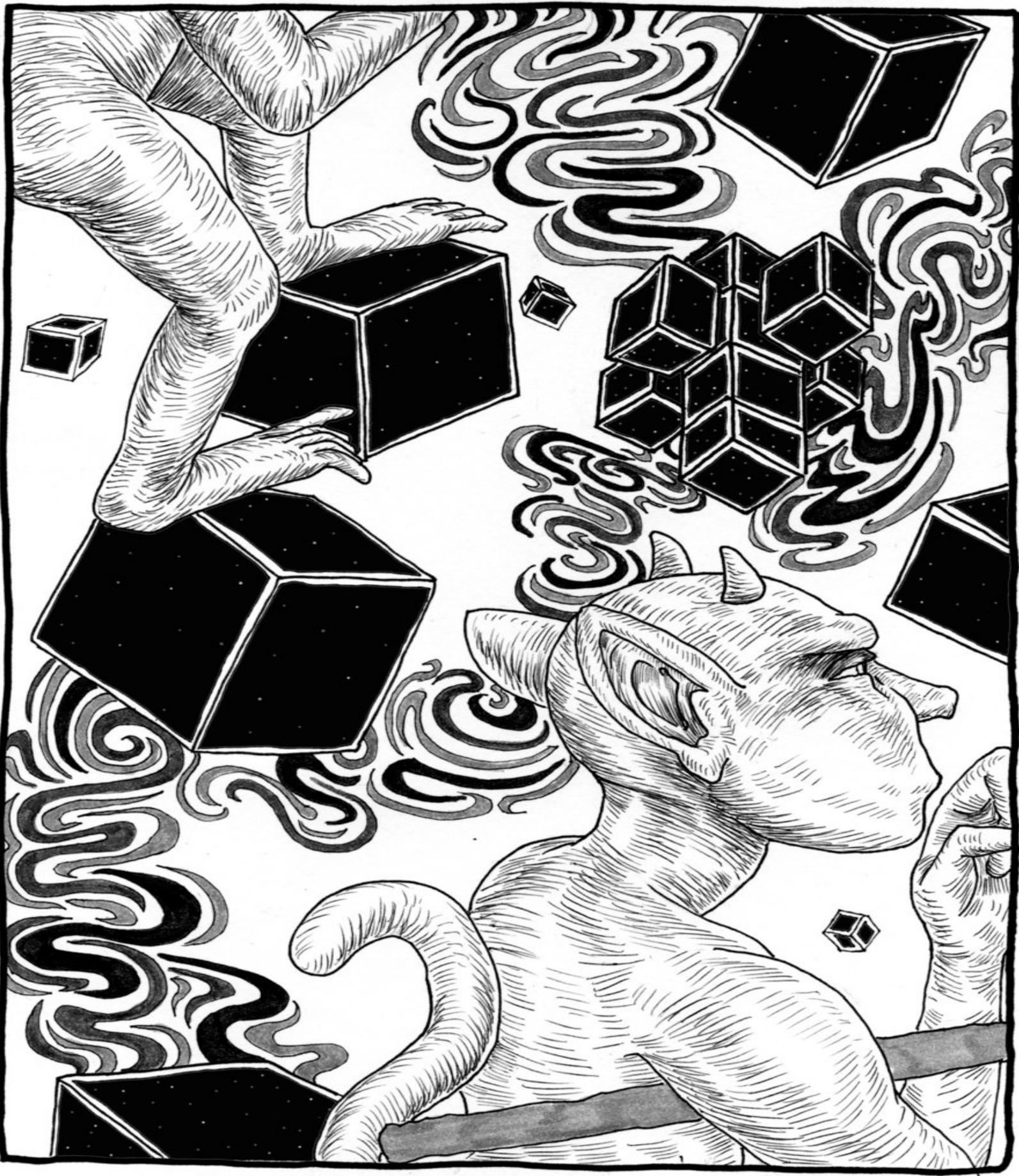


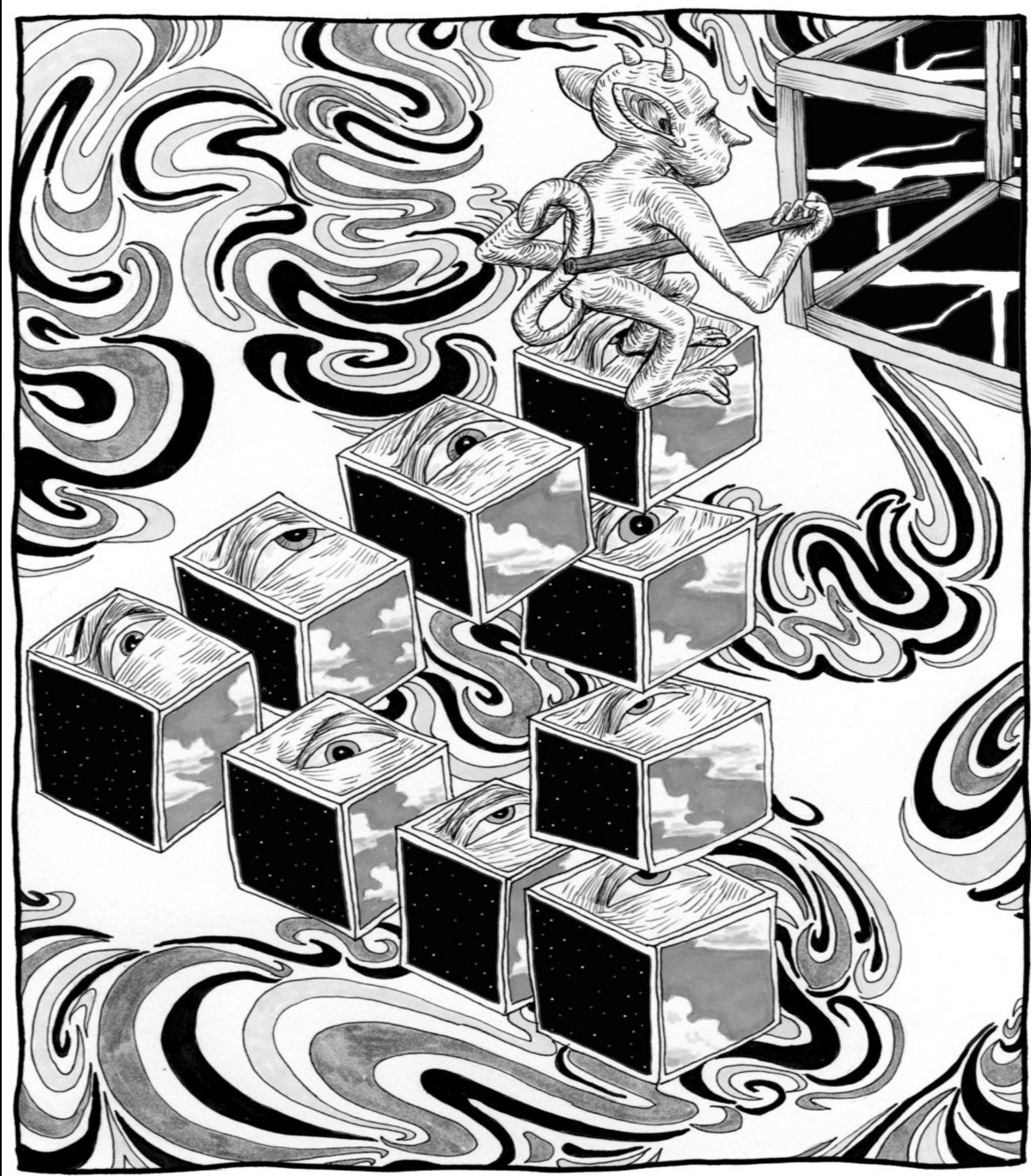


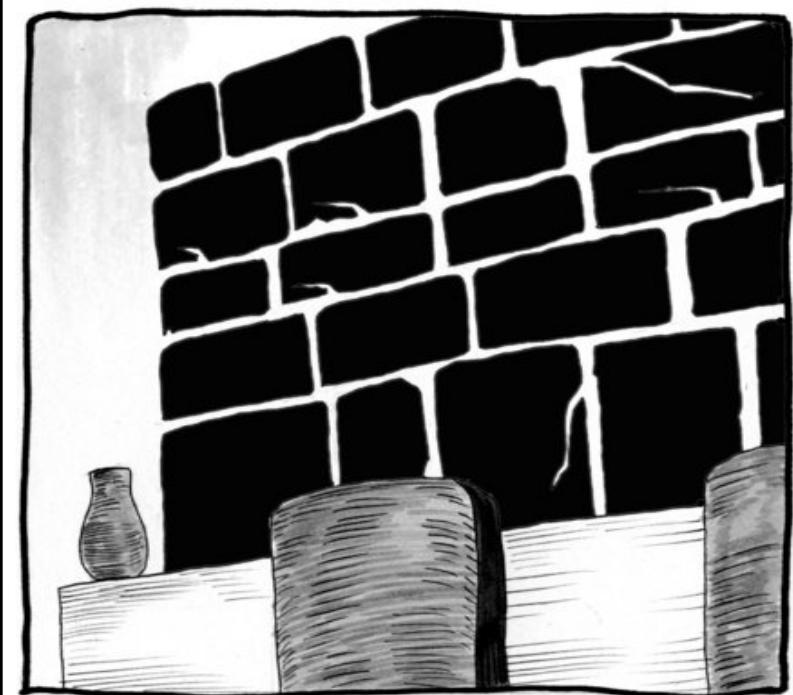
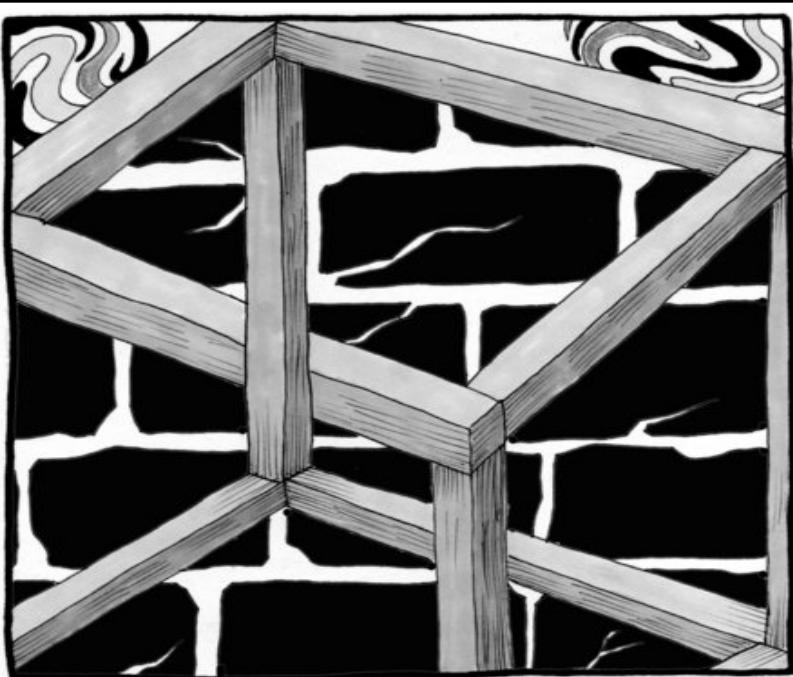




Adam Nothing by Diego Tripodi & Jeremy Baum

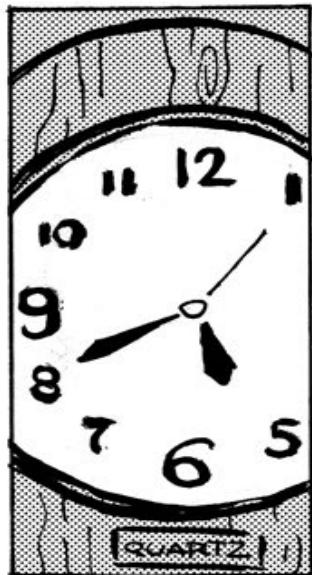
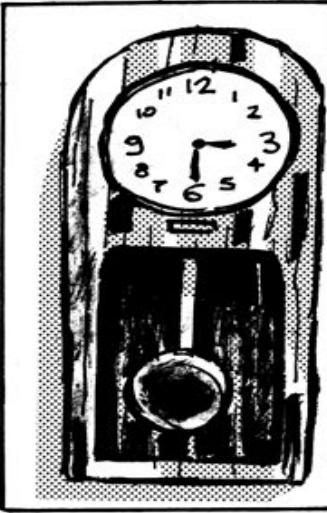












# HYPNO COMICS



Interview with: (George Chase- Owner of Hypno Comics & Games)

1. Where do you see the future of comic book retailers in the next ten years?

Comic Retailers in the next ten years will have to be more than just a retail outlet, offering an experience in their store. Events, art exhibits, gaming and bring a top notch level of service that would be welcoming to possible newcomers to the Hobby.

2. Why did you get into the comic book business?

Out of pure passion for the medium, the history of the medium and the opportunity to participate in keeping it alive.

3. Are you a supporter of independent creator owned comics at your store?

As an Indy Creator/Publisher myself, absolutely! (Creator/Writer of "Comic Book Junkie" & "Offplanet") I carry Indy titles from friends that I've met over the years at conventions and online. I know how hard it is to get a book out there, so I do what I can to support Indy Projects I like, and think will go over well with my customers.

4. What do you think retailers can do to maintain interest in comic stores as a social gathering place rather than just a store?

Events and service are key. I do all Geeky Stand-up comedy Nights, Book signings Game events and more at my place. Comics Shops have always been a social mecca, and that should be taken to the next level, especially in the digital age.

5. Should role playing games, video games and in-store events be emphasized to attract attention? Or having tournament games, etc.

I host 3-4 game events a week at my place, they are key to my business, and tons of fun.

6. Has the resurgence of comic book related films helped business in the long run or does it just attract the casual fan?

Yes, Between Walking Dead on AMC, Big Bang Theory, and Blockbuster Films like Avengers, Dark Knight, Spider-Man. It helps with sales of related products to current collectors, as for the new Casual Fans, If I do my job correctly, I can recommend other titles and collectibles to them based on their interests.

7. Do you think Free Comic Book Day helped the industry in your opinion or your particular store by bringing in more business?

Free Comic Book Day is hands down one of the best days for sales at our place, but again, it needs to be done right. We had creators doing live art, Bumblebee from Transformers parked outside, Live fiction Boba Fett Cosplayers for photo Opps, Coloring for the kids, Donuts and Juice and of course awesome sales.

8. What are your stores top selling books? Do you make more off comic related items than the actual books? Such as t-shirts, action figures, trading cards. Do graphic novels sell better than individual issues?

Top Selling Publishers are the big two (Marvel & DC) Then Image, Vertigo, Dark Horse and Boom, Dynamite etc. Pop Culture Collectibles do well for us, as does Apparel, Games and Action Figures/Statues. Individual New and Back Issues still sell the best, Graphic Novels are picking up steam though.

9. If you could offer advice to the comic industry in general what would you change?

Take chances on what you publish. Sure you can keep coasting along on the usual titles and big events, but readers are not dumb, and they are open minded to new material, so bring it on!

To my fellow retailers, Keep your stores clean, bring your game when it comes to service, make your place approachable to main stream customers, Being a nerd/geek is more chic than it has ever been, our stores should reflect that and break the stigma of Comic stores being a dark creepy place.

See you on new Comic Day!

<http://www.facebook.com/HypnoComics>

Hypno Comics is located at 1803 e Main St., Ventura, California.

[www.hypnocomics.com](http://www.hypnocomics.com)

The end of The Great War has birthed a new era for New Tardigris. The people are hungry for entertainment now - for cinema, jazz and cabaret - the more decadent the better!

...So then why does it seem to be impossible for struggling playwright Thaddeus Stirhammer to sell so much as a single variety show sketch?

REJECTED AGAIN!

## THE PLAYWRIGHT

Writer: Lars Kramhøft \* Artist: Tom Kristensen

AND I'M RUNNING THREE MONTHS LATE ON THE RENT.

IF ONLY I COULD COME UP WITH THAT ONE REALLY GOOD IDEA...

SIGH...

EVICTION NOTICE  
THADDEUS STIRHAMMER  
DUE TO UNPAID RENT AND STRANGE SIGHTS WE HAVE SEEN IN THE THEATRE, WE ARE FORCED TO TELL YOU THAT THE PREMISES ARE TO BE TAKEN OVER BY THE END OF NEXT MONTH. IT IS FOR THE MANAGEMENT.

GASP!  
WHO ARE YOU?  
HOW DID YOU  
GET  
IN?

GOOD EVENING  
THADDEUS. MY NAME IS  
MR. MOLOCH. BUT YOU  
CAN CALL ME  
LEONARD.











# False Positive: The Twilight Zone

BACK IN THE DAY, I HAD TO FORMULATE MY OWN CLEANING BREW.

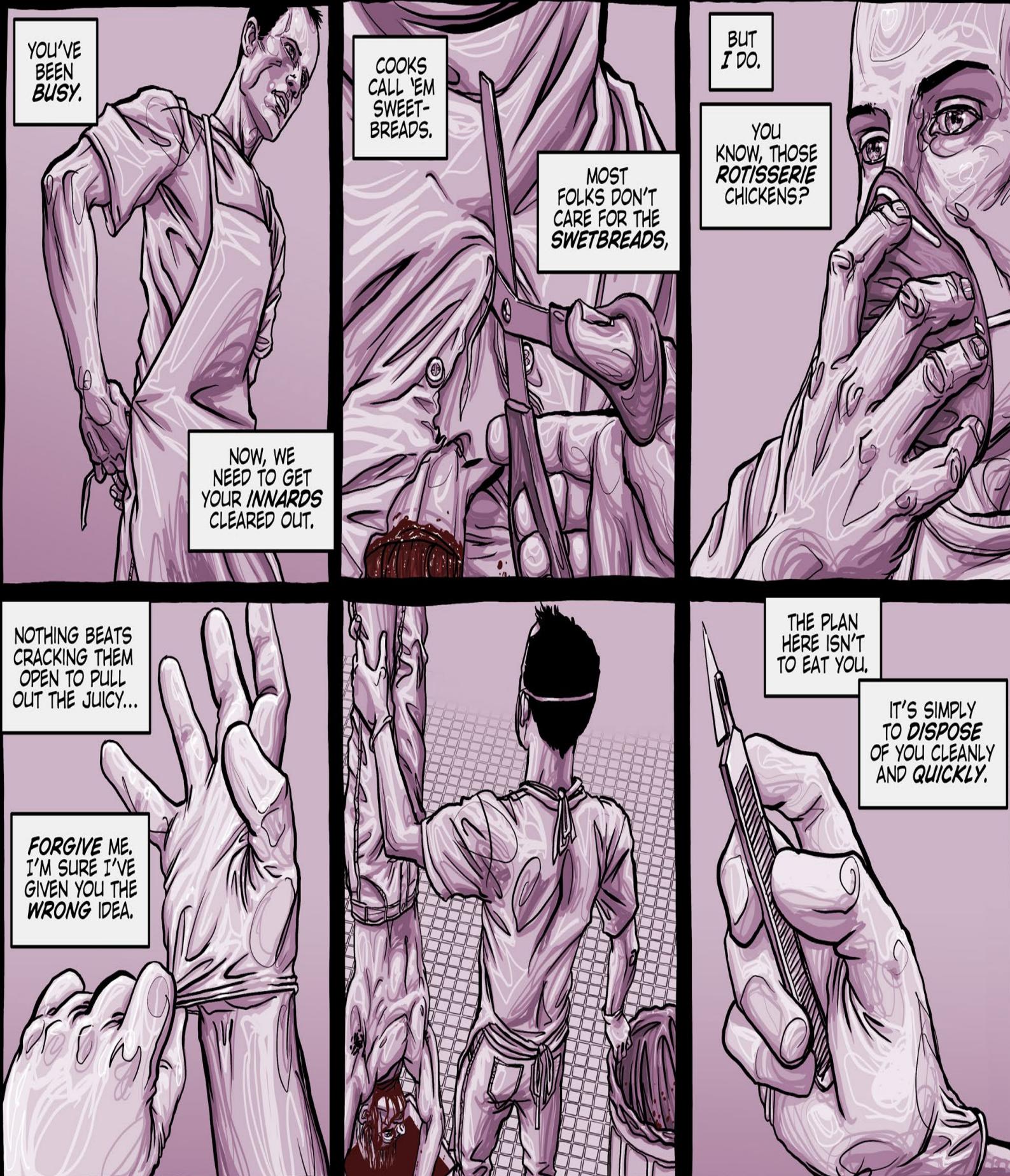
NOWADAYS, THERE'S A WHOLE SLEW OF OXYGEN-RELEASING CLEANERS THAT'RE IDEAL FOR PULLING UP ANY HEMOGLOBIN,

REMOVING ALL TRACES OF BLOOD.

BEAUTIFUL.

A LIGHT MISTING OF COCA-COLA AND LEMON JUICE WILL CORRUPT ANY DNA I MIGHT HAVE MISSED.

# Zone of Comic Books





KRAK





WELL, THAT  
JUST HAPPENED.



I DON'T HAVE  
TIME FOR THIS.

# **FALSE POSITIVE: AN INTERVIEW**

## **WITH MIKE WALTON**

### **BY DANIEL WILLIAM GONZALES**



up and running.

False Positive is an ongoing webcomic anthology in the spirit of The Twilight Zone, Tales from the Darkside, Eerie Comics, and the like. For many years, I collected a series of brainstorming sessions and potential plot outlines in a single notebook. I had assumed the vast majority of the ideas I'd been collecting would never see the light of day, until now. False Positive gives me an outlet to share those stories.

2. What appeals to you about the horror genre in general?

I have always had a special place in my heart for all things strange and fantastic. At 8 years old, I hid behind a sofa to secretly watch The Shining. The film made a most profound impression on my young mind and I've been hooked on the genre ever since.

I like to be scared. I like the dark.

I like the fact that horror can exist in any section you were once able to find at your local video store: sci-fi, fantasy, action, drama, or even comedy. In one video store you might find Silence of the Lambs under Horror,

1. Tell me more about the project you are working on and how did it come about?

A few years ago, I had the privilege of creating a webcomic for DC's now defunct digital comic imprint, Zuda. The experience opened my eyes to the joys of creating comics with an online community. Shortly after Zuda shut down, I found myself at Comic-Con having dinner with friends and discussing dream projects. Over the course of the conversation, I realized that there was nothing to stop me from pursuing one of my dream projects immediately. Within a few months, False Positive was

but in another store it would be in the Drama section. Or Alien might be found under Horror or Science Fiction labels. But, I think I am most drawn to the dark because I can be equally fascinated and frightened by the fact that I'm able to relate to the victims and to the monsters—horror allows for unique, uninhibited examinations of conventional morality.

### 3. Who are your favorite horror writers?

There is a lot of great stuff out there... and a lot of crap. I'm a fan of Ray Bradbury, Harlan Ellison, Chuck Palahniuk, H.P. Lovecraft, and a lesser-known author, Jeremy Robert Johnson.

### 4. Were you a fan of comic books growing up?

Even before I was reading comics, I was wearing Underoos™, filling in super-hero coloring books, and watching super-hero cartoons and television shows. I moved on to comic books as soon as I could read the words in the speech balloons. I took a break from comics about the time it was revealed Wolverine had bone claws.

A few years later, my discovery of horror comics such as Preacher, Sin City, and Hellboy helped me to fall in love with comics all over again.

### 5. What are your top five favorite graphic novels of all time?

Picking my favorite single graphic novel is difficult. I'll say this question preemptively excludes some collected trades that might rely on a larger story arc, like Preacher, to help me narrow it down.

I'll go with Black Hole, Heavy Liquid, Old Man Logan, Madman: The Oddity Odyssey, and All-Star Superman.

### 6. Where would you like to see False Positive go? Do you see a possible hardcover in your future?

Right now, my focus is making False Positive as good as I am able, while keeping a regular schedule. Media is evolving at such a staggering rate; I'm just hoping False Positive will evolve along with it.

Sure, I'd love to smell an ink and paper hardcopy of False Positive in my clammy fists one day. But, I don't have any immediate plans to seek publication.

### 7. Who are your favorite comic book writers/artists?

It's difficult to discuss the creators without the work.

As previously mentioned Vertigo's Preacher is a favorite, written by Garth Ennis and penciled by Steve Dillon with beautiful covers by Glenn Fabry.

And I consider Hellboy to be a masterwork of storytelling. Mignola's careful crafting of tone, along with rich myth investigation can't be beat. His art is stellar and supporting artists like Richard Corben and Ducca Fegredo have done a great job carrying the torch.

Perhaps my all-time, single favorite comic work is Black Hole by Charles Burns. It is beautifully creepy and I aspire to create something half so wonderful.

Other favorite comic artists include Paul Pope, Arthur Adams, Frank Cho, Kent Williams, and Steve McNiven, to name a few.



23/31 2011 X

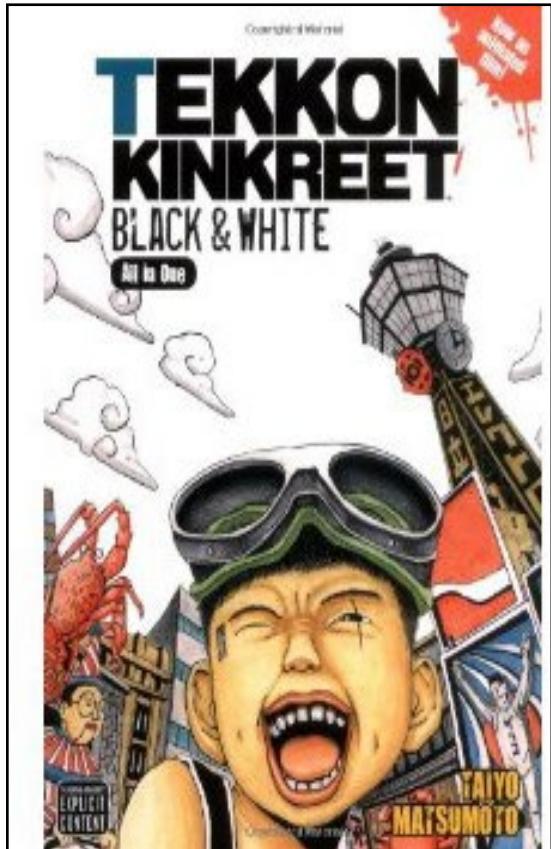






22  
2011/31

# TEKKON KINKREET: A REVIEW BY S.T. CARTLEDGE



This is Treasure Town; a city of concrete and metal, cars and buildings, street thugs and gangsters. And Black and White. This is the story of two homeless orphaned brothers who have transformed the city into their playground.

Tekkon Kinkreet is a three-volume manga series written and illustrated by Taiyō Matsumoto. The first time I started reading it I stopped a few pages in. There are these kids, Black and White, that are violent and vulgar, selfish and arrogant, and they live in this place that's radically different to the places I know. I didn't much care for the characters or the toilet of a town they lived in. So I did the lazy thing where I just watched the anime adaptation instead.

That was a while ago, and I recently came back to the manga. And again, I was faced with the jarring imagery of strange, unappealing characters in a strange, unappealing town. And this time I read the whole thing. I didn't know at the time how accurate the anime was to the manga. I revisited the characters and the setting and I let my past hesitations go and just read. And it's incredibly personal. Where you can just sit and watch a movie, a book is not going to read itself. You need to first acknowledge the words and images before you turn the page. The

anime was great, but the manga is fantastic.

For one thing, the art style is really cool. The city is quite detailed and the character designs are interesting, and everything has this skewed perspective to it. It's a place that lives and breathes the term 'concrete jungle'. And the characters move about the town to a cartoon physics, bouncing off cars and buildings and jumping off towers with no risk of injury.

At a glance, the lives of Black and White are very simple. They fight and thieve and run and jump and play. They have their usual friends and their usual enemies, and life is more or less normal. Then a new thug comes into town with his business investments and bribes and hired goons, and he threatens to change the town. As Black and White attempt to keep Treasure Town to themselves, we gain insight into everything that makes their story interesting. Growing up as orphans of the town has shaped them in certain ways. They depend on each other no matter what, because no matter what, that's all they've ever had. Tekkon Kinkreet is mad and wild and chaotic. It's violent and vulgar and perverse. It's ugly and scarred and wounded. But these two characters bring life to an otherwise typical gangster narrative. Their voices give the manga depth. They give it soul. Tekkon Kinkreet is awesome and dynamic, and yet it is at the same time so gruelling and tragic and brilliant.



# WES HUFFOR: MAD GENIUS

## Artistic Statement:

I've always thought that a person is most honest at their wits end. At that breaking point, there's no time for facades, or chivalry. That's when you really see what a person is all about. I've wondered what it takes for a good man to do wrong, or an honest man to lie. How far would a person go to feed their addiction, or protect someone they loved?

My artwork represents days and nights without sleep, pondering the answers to these questions, and the emotional connections to the characters and stories I loved as a child. Rod Serling of Twilight Zone fame and movies like Silence of the Lambs showed me the scariest monsters are the real ones. The noir genre of novels and film taught me of unfulfilled hope, and best intentions that, in the end, don't count for much. Now, as a horror connoisseur and visual storyteller, I connect to the angry, the sad, and the dispossessed – all the things we are capable of at our worst.

The world of graphic novels has provided an outlet for my art and mind, as it embraces both classical storytelling and modern aesthetics. Illustrating comics has allowed me to stay within the traditional realms of pen, ink, and paper, while encouraging me to explore the worlds of graphic design and printmaking.

My horror and lowbrow artwork has appeared in and on the cover of numerous books, magazines, and comics. My graphic design and screen-printing work can be found showcasing a number of musicians, writers, and other creative professionals. I'm currently working with directors/producers Darin Scott and Ed Polgarty on The Wrath, a horror comic series due for publication.

## Bio:

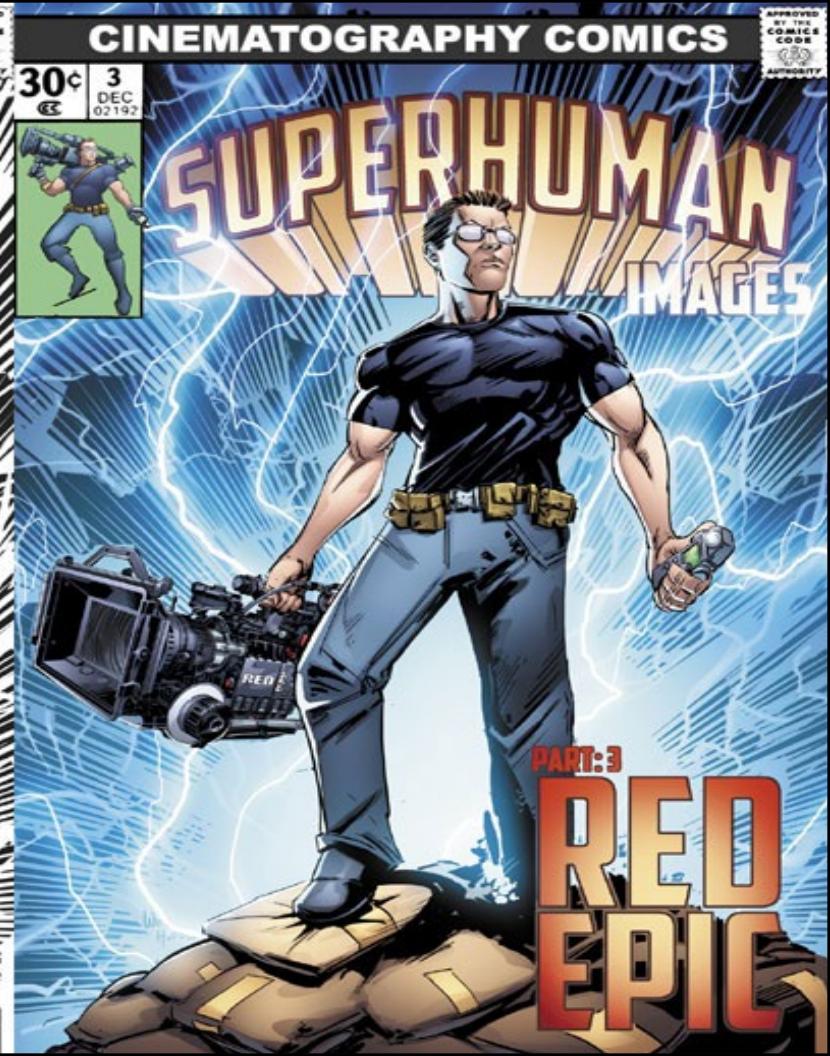
Wes Huffor is a Southern Californian artist best known for visceral, seductive, and pathological crime and horror storytelling. Wes started out working for small press publishers in the Los Angeles and Inland Empire.

In 2008, Huffor released Charnel House, a Horror and Crime anthology under the flag of UK based publisher Broken Voice. As a nod to classic Crime and Horror with some modern twists, the stories in Charnel House were written by several writers from the US and UK, with Huffor's pencil and ink images throughout. Charnel House was distributed worldwide in 2009.

Wes has worked on graphic design and illustration for comics, internet and multimedia outlets, including Heavy Metal, The Gutters, and Dig Deep Productions. His work can also be found on assorted album covers, t-shirts, and promotional material for musicians Jason Charles Miller and KC Murdock, and the Down the Road Show media outlet.

In 2011, Wes was honored by having one of his original illustrations chosen to be added to the Edgar Allan Poe cottage in the Bronx, NY by the Historic House Trust of New York. The Poe cottage is a protected historic monument, which has been recently restored with the addition of a contemporary museum. Huffor's illustration remains there as a permanent feature in the wall of Poe's NY home.

Wes Huffor is currently working with noted Director/Producers Darin Scott and Ed Polgarty on a Horror comic book series entitled The Wrath.





RYAN JONATAN MACHACZEK  
IN COOPERATION WITH  
SCHROEDER VEIDT \* CORRI BARTLE \* ANDREI VLCEK

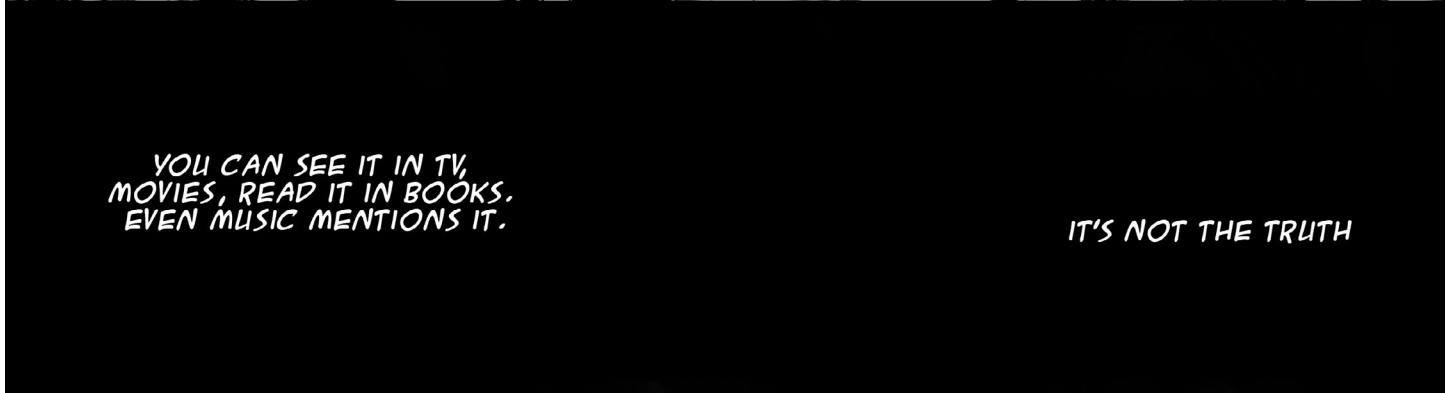
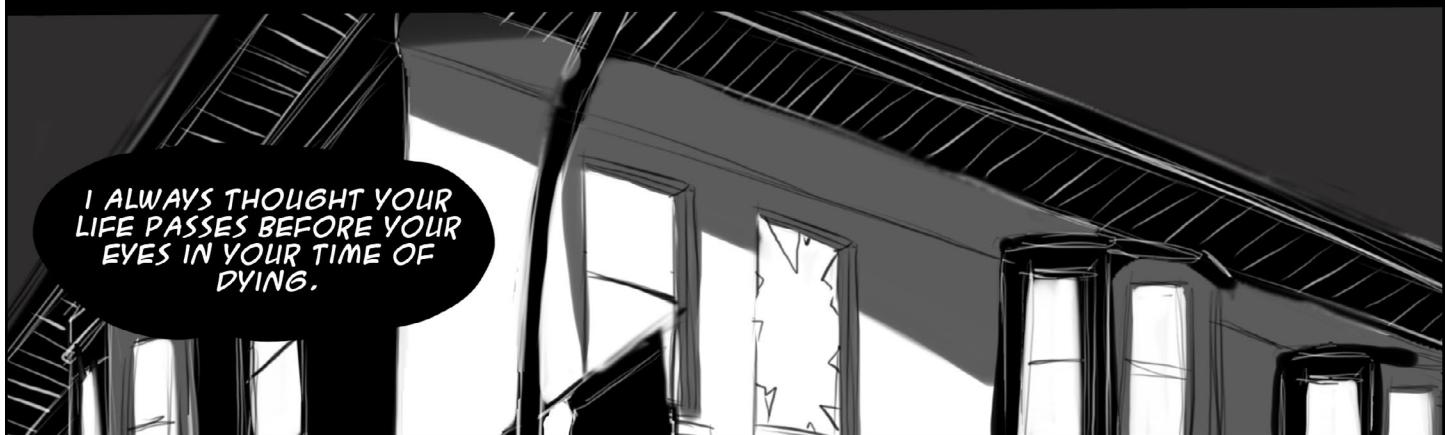
BACKSTORY OF BASTIEN WALTZ

# SHATTERED GLASS

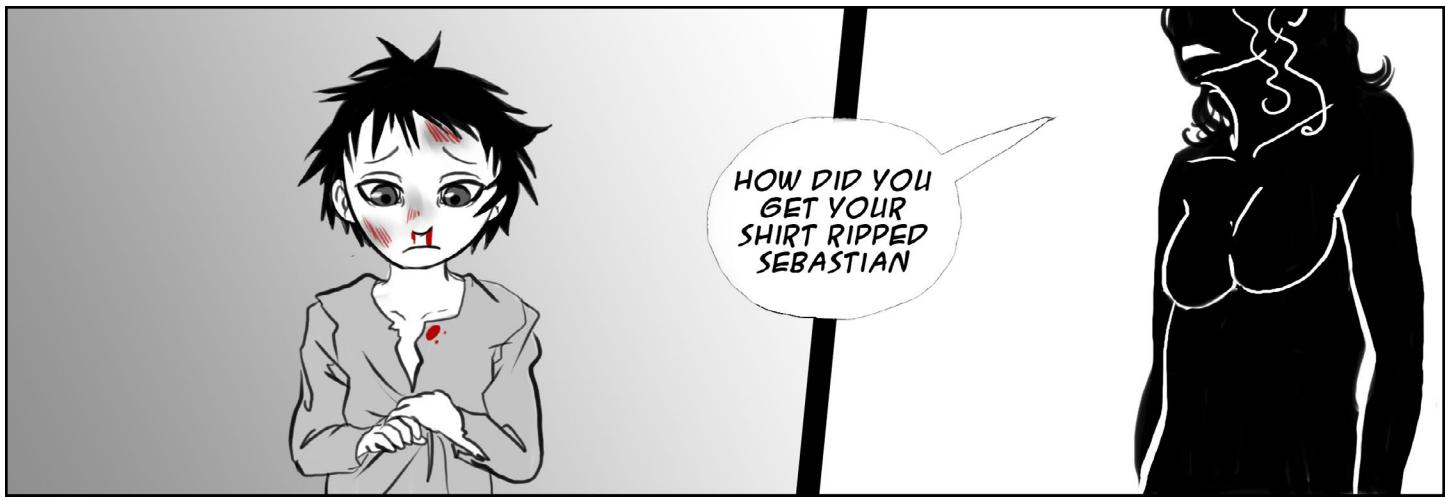
I WAS THE BULLIED KID, THE SELF-ABUSER,  
THE HOOKER, THE ALCOHOLIC,  
THE VICTIM OF VIOLENCE,  
THE PATIENT AND THE FREAK...

...BUT WHO AM I NOW?









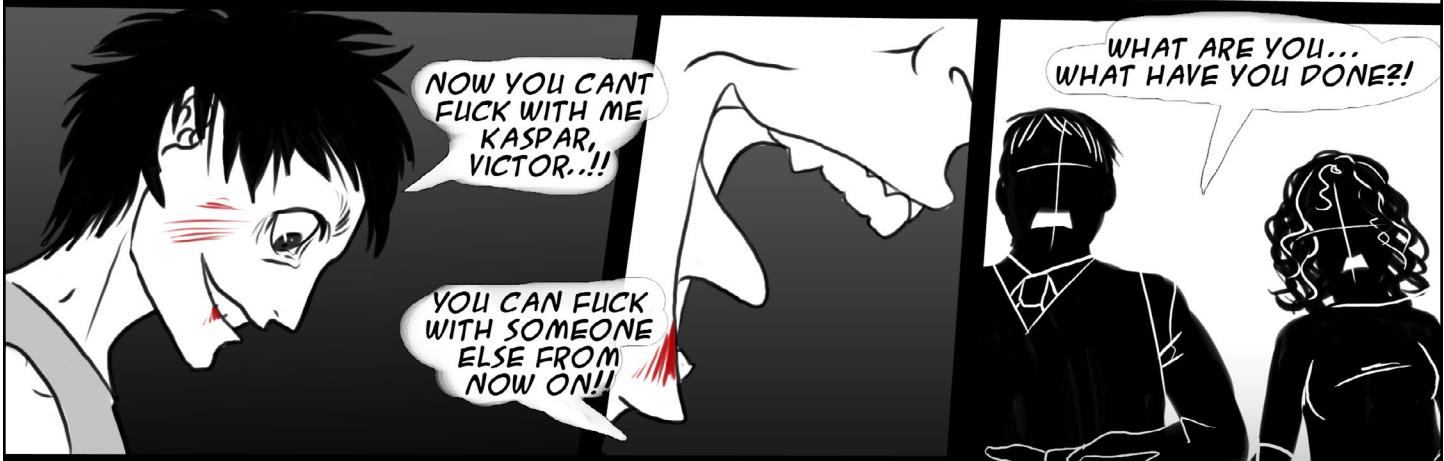
HE'S AWAKE! MISTER PLEASE, CAN YOU  
HEAR ME? WHAT IS YOUR NAME?

TELL ME YOUR NAME!

HE'S IN POST TRAUMATIC SHOCK,  
GIVE HIM ADRENALIN.  
MISTER, PLEASE, SPEAK TO ME.  
TELL ME YOUR NAME!

CAN YOU HEAR ME, MISTER?

YEAH,  
I HEAR YOU, BUT I  
CAN'T MAKE MYSELF  
ANSWER.  
IT'S SO HARD TO GIVE  
ANSWERS.



THEY HOSPITALIZED ME IN A MENTAL SANATORY FOR CHILDREN.

YOUR SON IS SELF-ABUSIVE AND MENTALLY UNSTABLE.

TIED ME TO THE BED.

IS THERE ANY CHANCE HE WILL HEAL?

NOT REALLY, HERR WALTZ. HE IS ALSO HIGHLY AGGRESSIVE. I WOULD RECOMMEND PERMANENT HOSPITALISATION.

YOUR SON WON'T BE ABLE TO LIVE IN NORMAL SOCIETY.

BECAUSE EVERYTIME THEY SET ME FREE, I'VE TRIED TO KILL MYSELF.

SO THEY LEFT ME THERE. I WAS TEN YEARS OLD.

I WAS CONSTANTLY UNDER SEDATIVES.

IF NOT, I WAS AGGRESSIVE. AT FIRST ONLY AGAINST MYSELF. LATER, THERE DIDN'T PASS A DAY WITHOUT ME PICKING UP A FIGHT.

I STAYED THERE FOR NEARLY FOUR YEARS. THEN I HEARD THE CALLING OF THE STREETS, AND I LISTENED TO IT.





#1

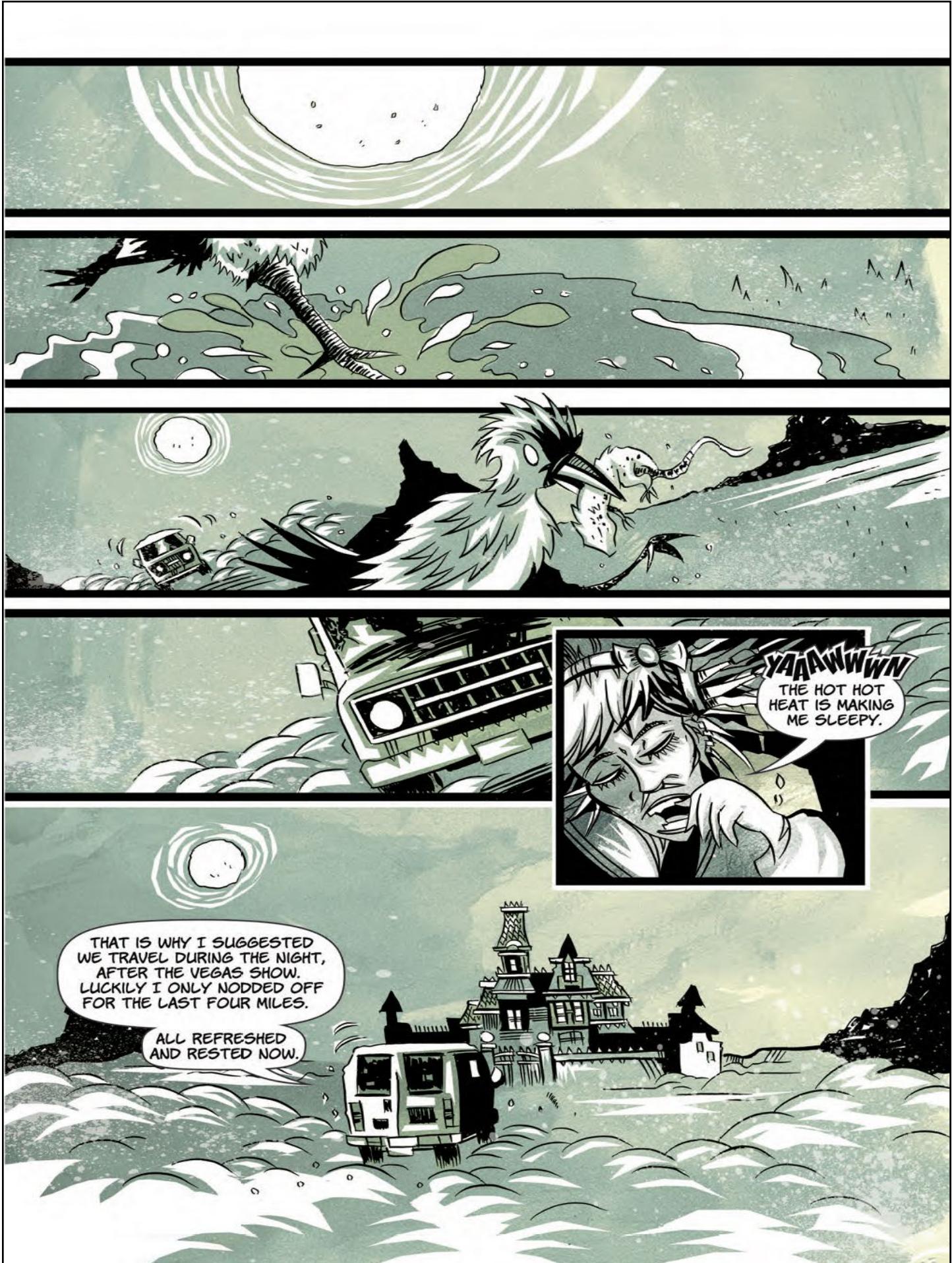
\$3.99

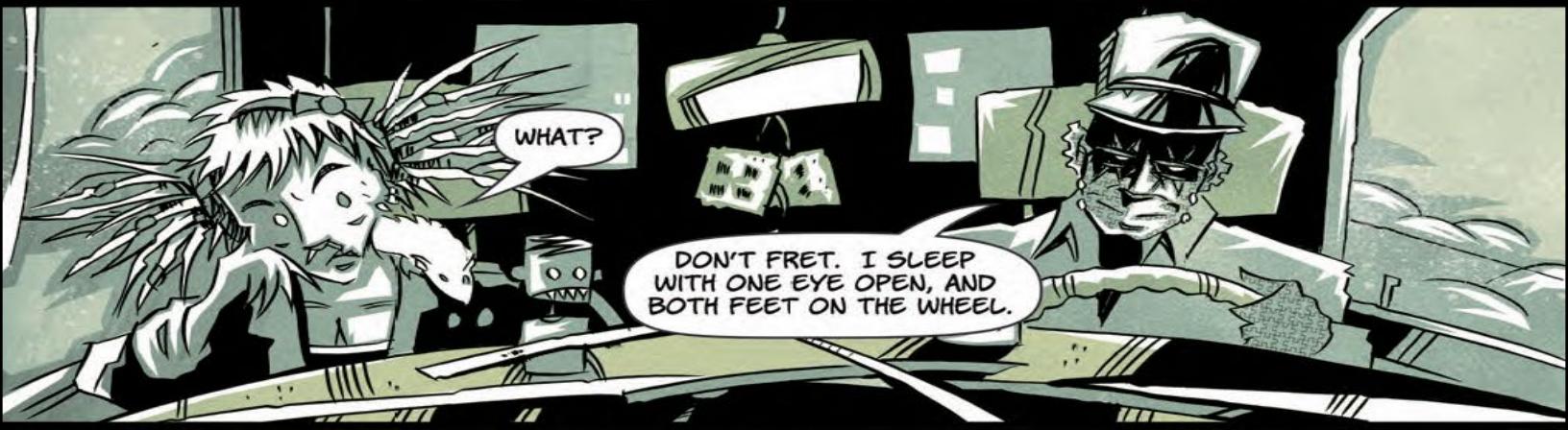
DANIEL CROSTER  
KARI CHRISTIAN KRUMPHOLZ

# SHOWDEVILS

## KILLING FLOOR OASIS



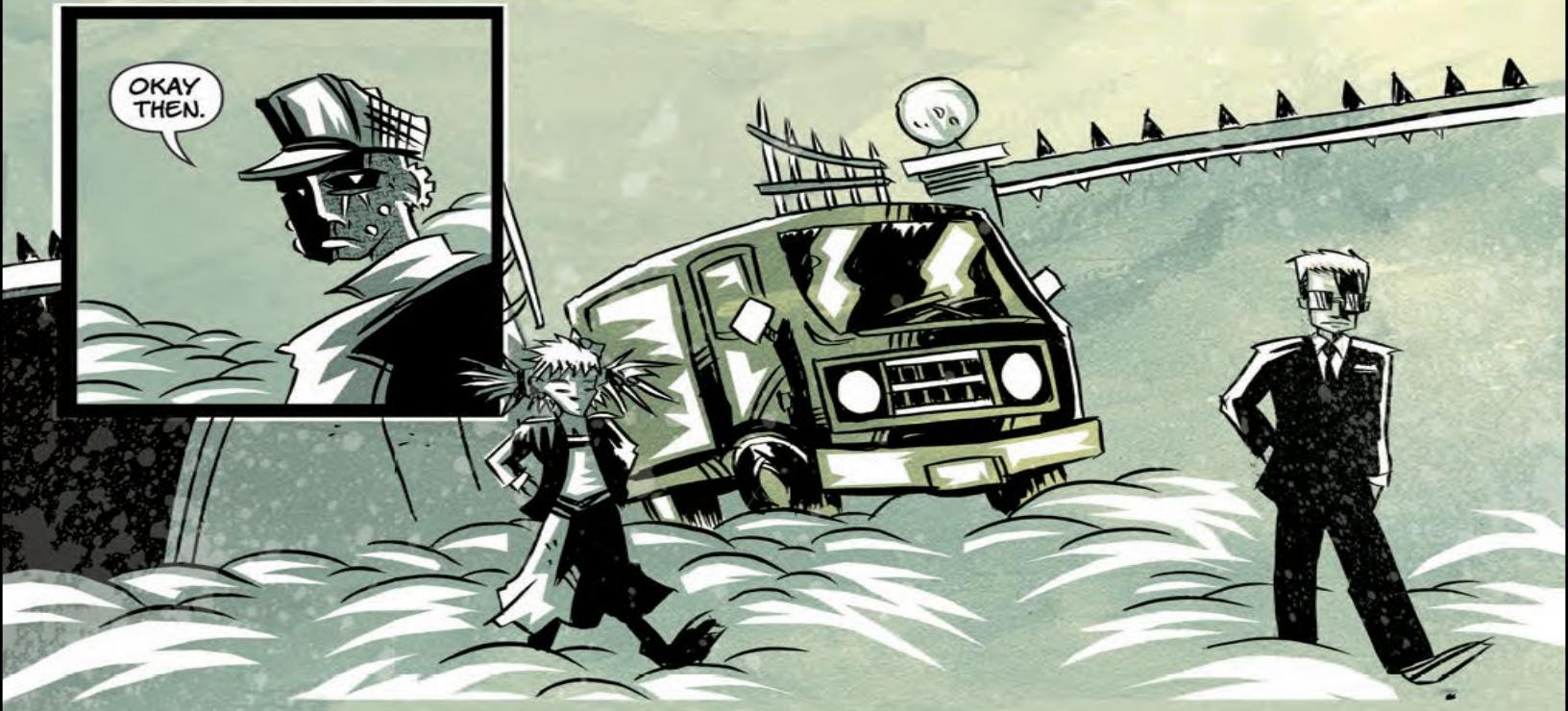




NO. BUT GETTING CLOSER.

EL TERMS OF  
ENDEARMENT?





FORT MOTTO TOTTO TOE WAS ORIGINALLY A SUPPLY HOUSE ESTABLISHED BETWEEN THE TEXAS AND CALIFORNIA TERRITORIES FOR SOLDIERS AND SETTLERS TO STOP IN AND REPLENISH DURING LONG TRAVELS.

IN 1899, THE FORT WAS SHUT DOWN AFTER A VISITING ARMY GENERAL DISCOVERED A GROUP OF CHINESE RAILROAD WORKERS HAD BEEN TURNED INTO MEAT.

THE GENERAL FINISHED HIS CAKE BEFORE ASKING FOR THE RECIPE, WHICH THE CHEF WAS VERY FORTHCOMING IN SHARING.

WOW!



IN 1959, THE OSGONE FAMILY PURCHASED THE FORT, AND THE SURROUNDING 200 ACRES, AFTER A SUCCESSFUL VENTURE INTO SIMPLE CALCULATING COMPUTERS.

IN 1960 JULIAN OSGONE WAS BORN TO MARGARET AND NATHANIEL OSGONE.

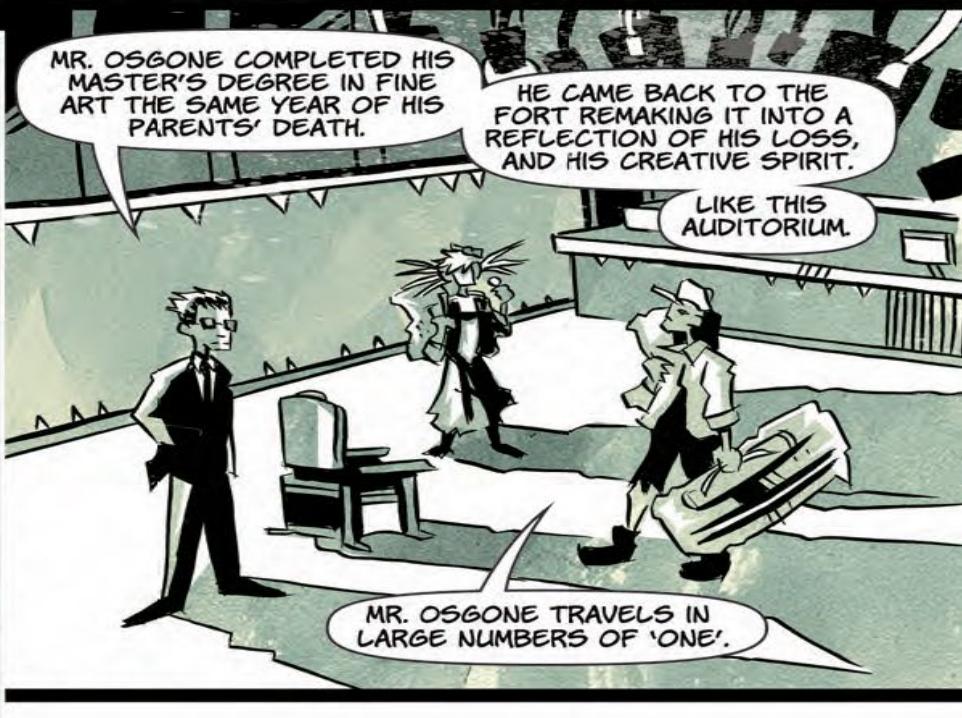


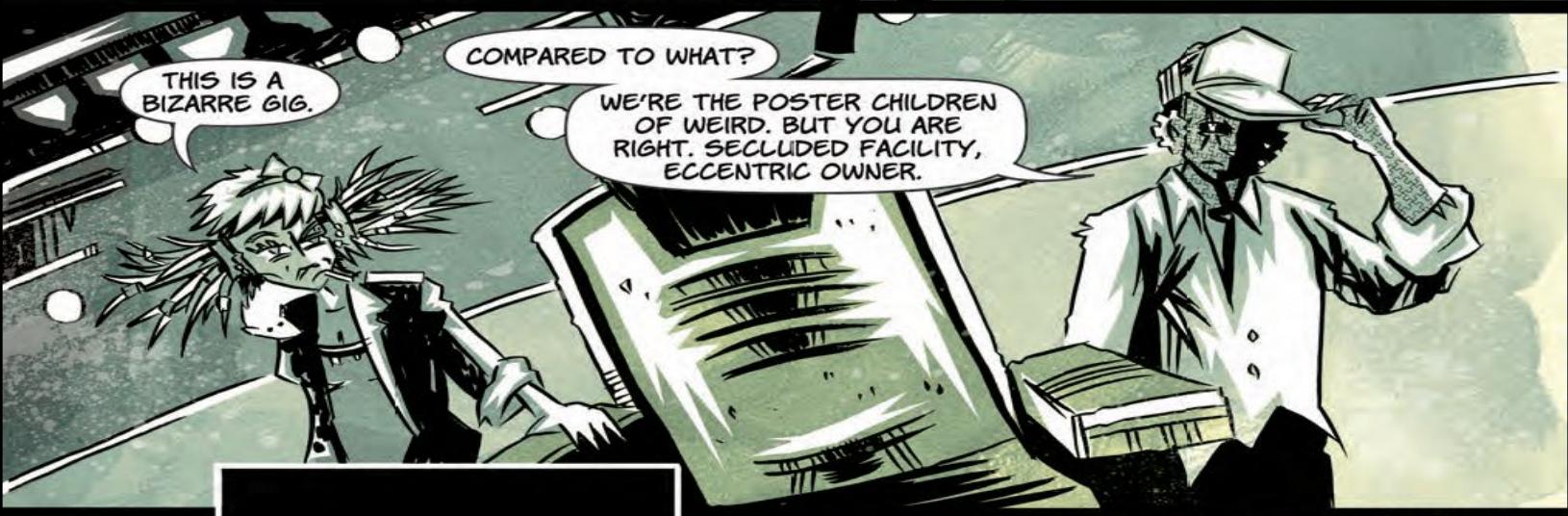
MR. OSGONE WAS AN ONLY CHILD AND INHERITED THE OSGONE FAMILY FORTUNE AFTER HIS PARENTS DIED IN A PLANE CRASH OVER INDONESIA IN 1996.

MR. OSGONE COMPLETED HIS MASTER'S DEGREE IN FINE ART THE SAME YEAR OF HIS PARENTS' DEATH.

HE CAME BACK TO THE FORT REMAKING IT INTO A REFLECTION OF HIS LOSS, AND HIS CREATIVE SPIRIT.

LIKE THIS AUDITORIUM.





# GenreVille

Featuring **Jack Crandall** "The Hep Detective"

Inside...

**ZOMBIES!**  
**DELINQUENTS!**

**Pirates!**

PLUS Many More  
Comic Book  
Clichés!



GOOD OLD GENREVILLE. WHY ARE THINGS SO WEIRD HERE? SEARCH ME; I DIDN'T CREATE THIS PLACE...YOU DID. EVERY CREATURE, EVERY BRICK, EACH PIECE OF GARBAGE & BEAM OF LIGHT COMES FROM THE OVERHEATED BRAINS OF YOUR KIND. WE'RE YOUR ADOLESCENT ESCAPIST FANTASIES, YOUR SECOND RATE PLOT DEVICES, YOUR ATTEMPTS TO INJECT A FRISSON OF EXCITEMENT INTO YOUR LIVES AND, DESPITE WHAT YOU MAY THINK, WE DON'T CEASE TO EXIST WHEN YOU CLOSE THAT DOGEARED OLD COMIC OR CRUNCH THROUGH THE STICKY POPCORN ON YOUR WAY OUT OF THE THEATRE.



AS YOU MADE YOUR WAY AFTER THE BIG GUY MOLDED YOU, WE TOO HAVE LIVES TO LIVE AND STORIES TO TELL; STORIES LIKE THIS...



**THIS IS A CARTOON "FUN MAP". IT'S NOT DRAWN TO SCALE & MANY DETAILS ARE OMITTED, INCLUDING NUMEROUS SMALLER BUILDINGS, STREETS, ETC.**

# GENREVILLE

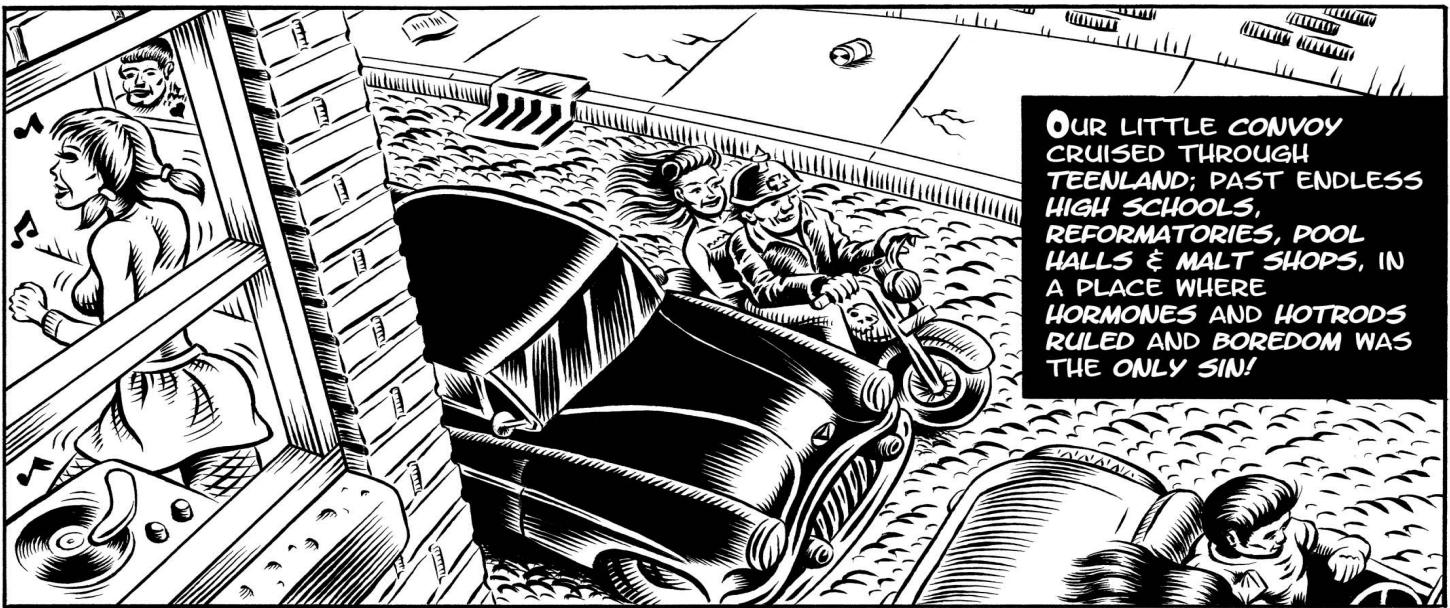


TAILS ARE



# THE WEIRD SCIENCE LABORATORY OF DR. PRATORIUS





# BEATNIK, Biker,

## bikini,



## ON FIRE

# BEACH BASH!



HUW

## BIO:

Huw Evans is a graphic artist with a special interest in retro cartoon and comic book styles circa the 1950s/60s, especially the horror and humour genres. He uses a combination of traditional (brush and ink) and digital tools (Mac-based). Huw's cartooning – both drawing and writing – has appeared in publications as diverse as "MAD Magazine", "CRACKED Magazine" and "The Plain Truth", while his "journalism" (ahem) has been printed in the infamous tabloid, "The Weekly World News". He has also done the artwork for an iPhone/iPod game called "Diner of the Dead" which is available on iTunes.

When not talking about himself in the third person, Huw is CEO and janitor at the inexplicably successful EYECATCHER Graphics & Design in balmy Saskatoon, Saskatchewan, Canada, where he creates all manner of cartoons, illustrations, maps, graphs, tattoos, charts, logos, brochures, posters, et cetera. His pet peeve is the difficulty of finding hats spacious enough to accommodate his enormous, slab-like head.

\*\*\*\*\*

## DESCRIPTION OF THE FIRST ISSUE OF "GENREVILLE":

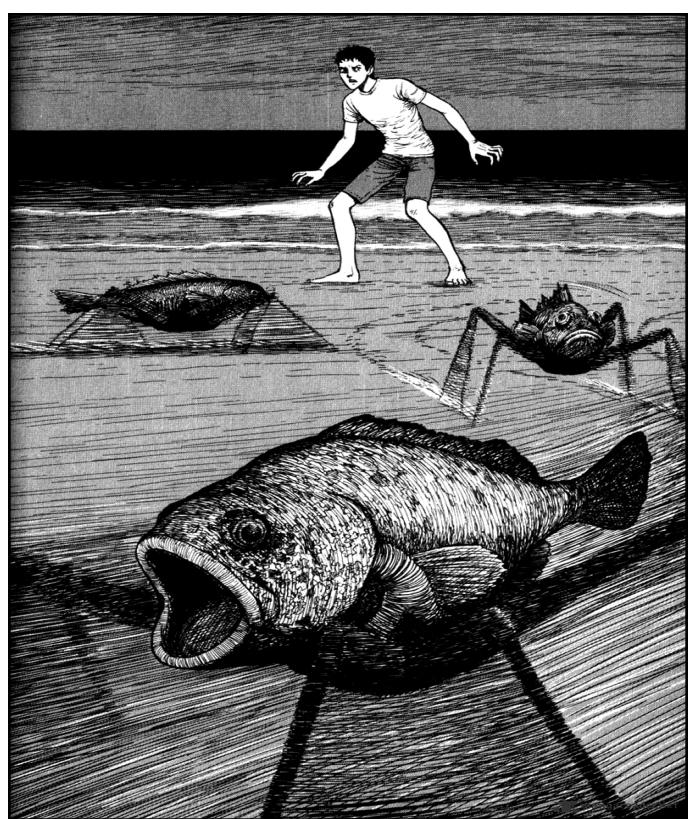
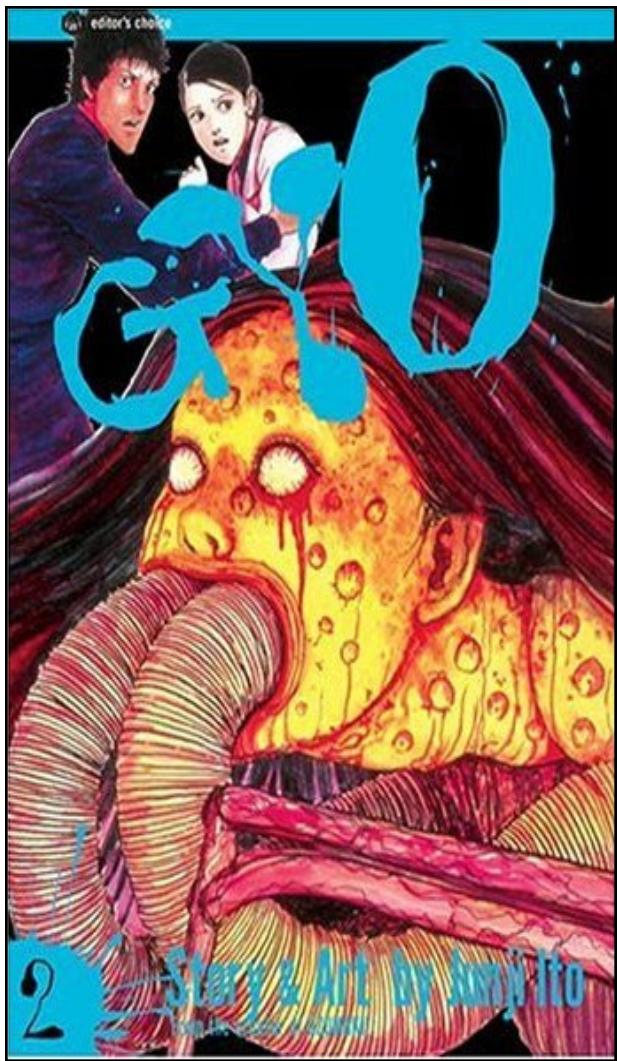
### "Genreville" Number 1 (of 3)

In this first issue of the "GENREVILLE" trilogy, Private Detective Jack Crandall is hired by a (VERY) tall woman to help him find her missing amulet and boyfriend. The search brings them into contact with everyone from a mad scientist and zombies to pirates and teenage delinquents, before leading them into the jungle, where things REALLY start to get interesting. And, in the next issue, there will be hillbillies, "funny animal" cartoon characters, superheroes, and others added to the mix, so it only gets wilder from here on!

\*\*\*\*\*

## GENERAL DESCRIPTION OF "GENREVILLE" CONCEPT:

Welcome to GENREVILLE, where all the pulp magazine plots, comic book characters and B-Movie genres live side-by-side in their respective neighbourhoods so a day's work for local private detective Jack Crandall can involve giants, zombies, pirates, jungle women, teenage delinquents, superheroes, hillbillies, and many more characters. Why have one genre when you can have them all?!



# JUNJI ITO: THE STEPHEN KING OF THE MANGA WORLD



By Pedro Silva

If series of corpses sewed to each other with fishing wire appears throughout the streets of Japan, strange creatures emerge in a beach in Okinawa, mysterious human-shaped cavities are found in the mountainside fault of Amigara, this is just the start point of the terrific imagination of horror manga author Junji Ito.

Junji Ito was born July 31 1963 and at a very early age he began writing and drawing his first mangas influenced by his older sister's drawings, the works of manga authors Hideshi Hino (Hell Baby, Kaiki) and director of two of the Guinea Pig sequels),

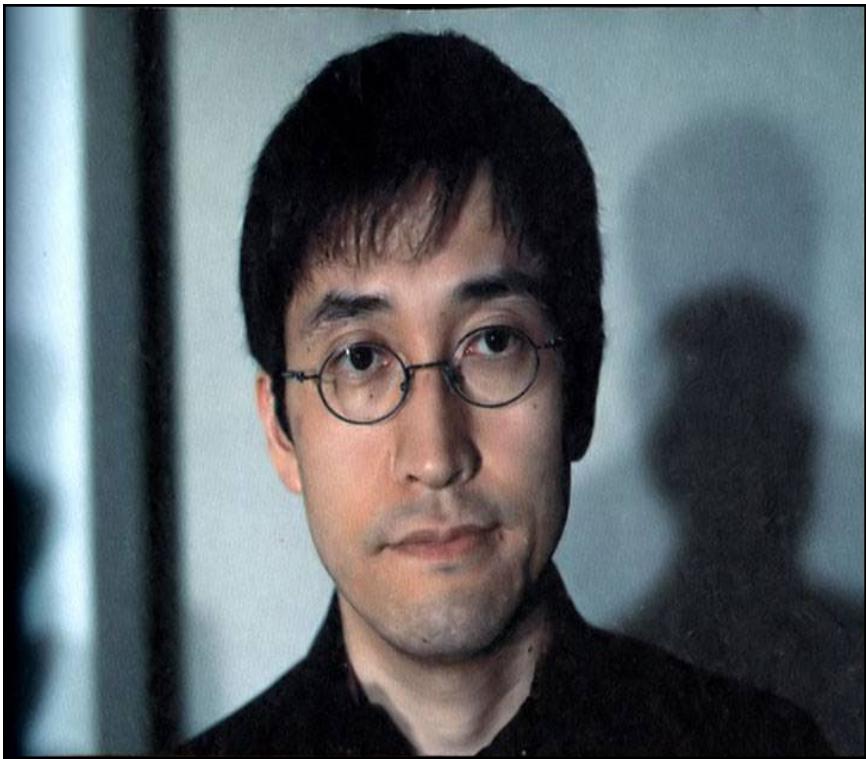
Kazuo Umezu (Orochi: Blood, The Drifting Classroom) and the cosmic horror stories of H.P. Lovecraft (creator of the infamous Necronomicon)

In the meantime he chose a profession just as scary: Dentist. In 1987 he won the prestigious Umezu award (Umezu himself being one of the judges) but it wasn't until 1990 that he quit his day job to dedicate his life to scare us. Like Stephen King before him, Ito knows that the scariest world is our familiar well-known world, turned against us, twisted and evil. Junji Ito's world looks very much like ours and that's what's so scary about it. His skills as artist are just as sharp as his skills as writer, making him one of the best horror mangakas of all time.

Some of his best known works are:

**TOMIE:**

If school bemoans the loss of its most popular student: Tomie. Pieces of her body are been found scattered all over the town, and they are still looking for missing pieces. The day after her funeral she enters in the middle of her class apologizing for being late. Everyone's shock quickly becomes lust and desire.



Tomie is everyone's sunlit dream and everyone's doom. There is nothing a man wouldn't do for Tomie. Desire and jealousy towards her often becomes maniacal

as Tomie is killed over and over and yet over again. But Tomie just won't stay dead, her ability to regenerate from every cell of her beautiful body bring an endless parade of Tomies into the world, as well as an endless parade of tragedies surrounding her.

Tomie the enchanted siren who's voice we all want to follow to our graves.

Uzumaki:

The Secret Of The Spiral

Through the eyes of Kirie Goshima, a student in the coastal town of Kurozu, we witness an obsession grow from delirium to horror. All

of her friends, classmates, family and finally herself fall into the madness of the spiral. Spirals everywhere! Madness and horror everywhere! And it gets worse...

The obsession starts with her friend's father, an obsession he takes to his death... and beyond. In each of Uzumaki's chapters we watch the poor souls of Kurozu falling into the power of the spiral as they reach their terrible fate. As the mystery unveils we know we are in the presence of one of the greatest horror mangas of all time.

Gyo

The Horror That Came From The Sea

While vacationing on Okinawa's beach Tadashi and his girlfriend Kaori find themselves surrounded by a terrible stench coming from the sea. The whole beach is immersed in this death stench which makes Kaori and others sick, but as it always happens in Ito's world; it gets worse. Fishes start coming out of the sea, walking by means of strange mechanical legs. Not only salmons start roaming the streets of Okinawa some terrible mechanized sharks hunt all they can. As they escape to Tokyo, with Kaori getting sicker, they realize the magnitude of their problem, as humans are beginning to become a part of these biomechanical horrors. As Kaori gets worst so does the fate of human kind.

Apocalypse(s), immortality, lots of blood, madness, cosmic forces, cannibalism, tragedy, zombies, obsessions, many monsters and believe it or not: love, all of this can be found on Ito's work in a visually revolting way. Just as every true horror author, Ito's work hides a critique to today's world; a look into our faults as society. A glimpse into our darkness

Other remarkable works of Ito's are:

Hellstar Remina, The Face Burglar, Flesh Colored Horror,

Voices In The Dark and Cat Diary: Yon & Moo.

Most of them collections of short stories.

Junji Ito's stories have made a successful transition from paper to anime and film.

Starting with: The Fearsome Melody in 1992

Tomie 1998

Tomie Another Face 1999

Tomie Re-Play 2000

Usumaki 2000

Gravemarker Town 2000

The Face Burglar 2000

The Hanging Balloons 2000

Long Dream 2000

Oshikiri 2000

Kakashi 2001

Lovesick Dead 2001

Tomie: Re-birth 2001

Tomie: The Final Chapter - Forbidden Fruit 2002

Marronnier 2002

The Groaning Drain 2004

Tomie: Beginning 2005

Tomie: Revenge 2005

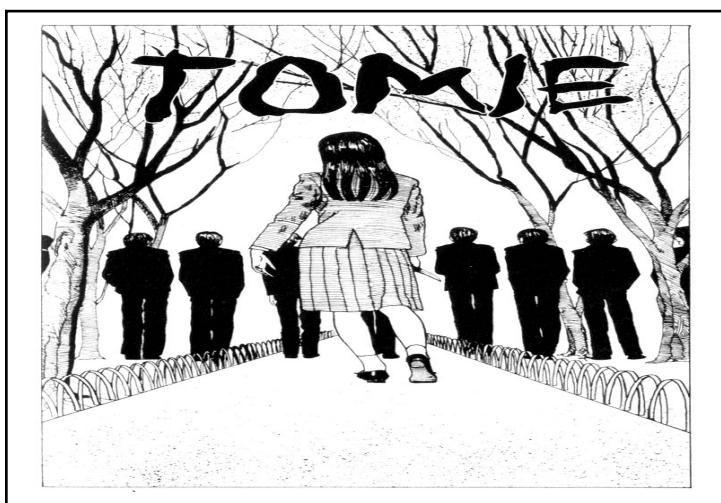
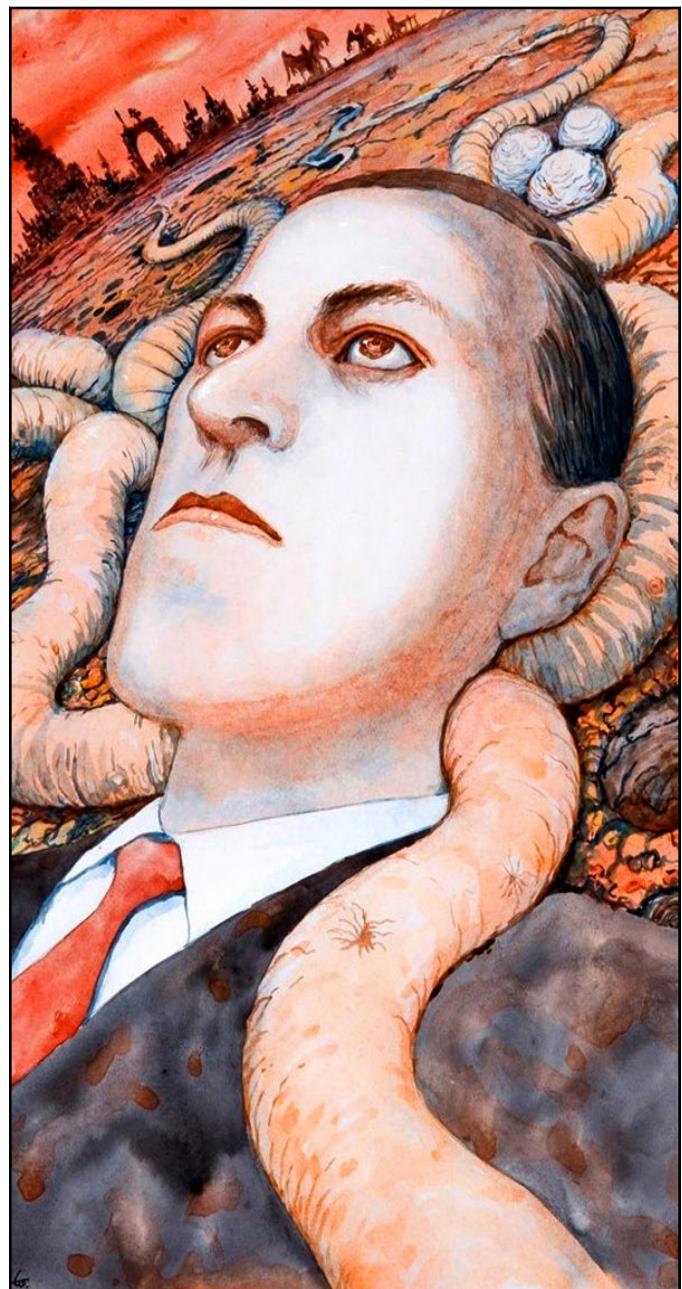
Tomie vs Tomie 2007

Tomie Unlimited 2011

and the most recent Gyo 2012

a OVA anime

where the protagonist is switched to Kaori instead of Tadashi





SEPTAGON STUDIOS 01  
SIXTH PLANET STUDIOS OF BURNING CLOUDS

LARA FUENTES

# ARCHEO

OF SHAN

THE  
RESIST



PATRICK CLARKE

# LOGISTS

SHADOWS

I  
THE  
STANCE







SIR, IT'S  
ALL SET. THE FIFTH  
AND SIXTH TROOPS ARE  
READY TO LEAVE  
IMMEDIATELY.



HAVE  
YOU CHECKED THE  
COORDINATES?

YES, SIR.  
THE INFORMATION  
THAT THE INFORMANT  
GAVE US HAS BEEN  
VERIFIED.



OF COURSE,  
SIR.

THEN THE THIRD  
LAW IS WORKING IN  
OUR FAVOR. THE CRASHING  
OF THE ARCHAEOLOGISTS  
WILL BE FOLLOWED  
BY THE END OF THE  
RESISTANCE.

NO ONE  
WILL DARE  
TO CONTRADICT THE  
WISDOM OF OUR  
LEADERS.

WE ARE READY.









AND WHAT  
DOES THIS  
MEAN?

THEY MEAN  
THAT TWO BEINGS OF  
THAT WORLD ARE COMING  
TO OURS, BRINGING  
SOMETHING.

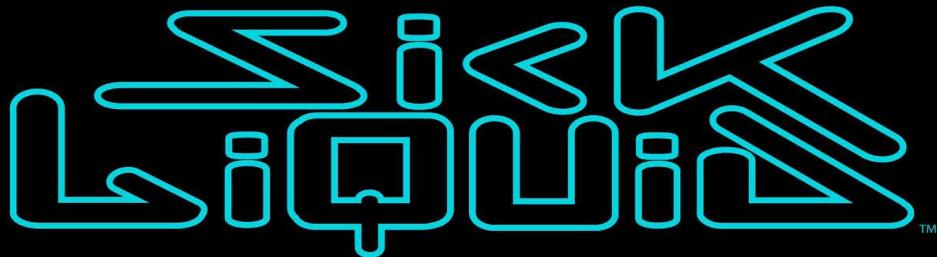
AND WE  
MUST BE PREPARED  
TO GIVE THEM THE GLOW  
OF WELCOME THAT  
THEY DESERVE.





SICK  
Liquid™





Created  
Written  
Drawn  
Inked  
Colored  
&  
Lettered  
by  
me.

ADAM S. LICHI

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I had a dream that I woke up in the future

My body was enhanced,

my mind was connected,

and cold liquid flowed through my veins...



Consciousness gives birth to reality...

Confusion

My name,

is...

SLIP

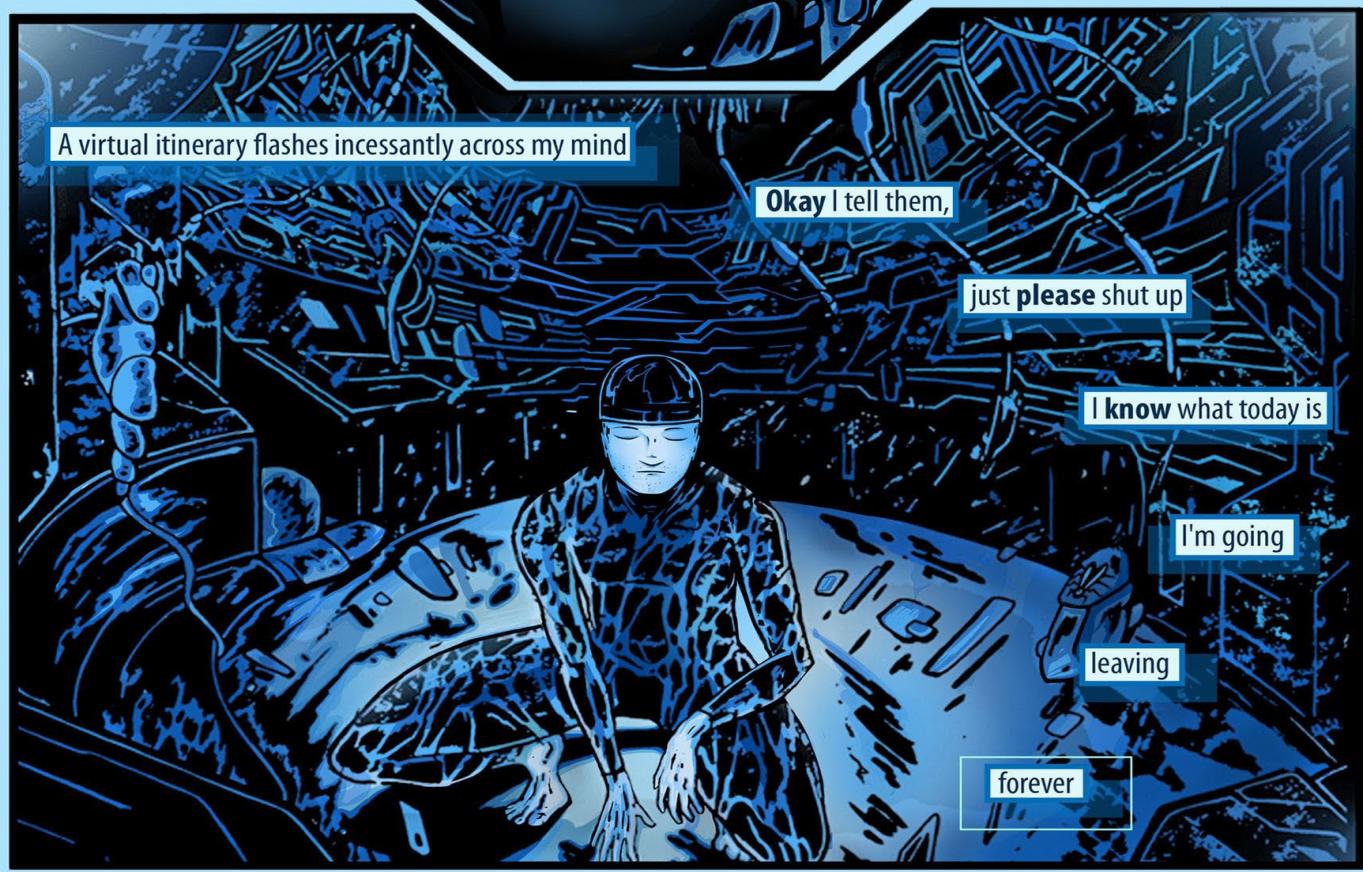
Strange images flood my mind

I feel **so** sick,

I don't want this

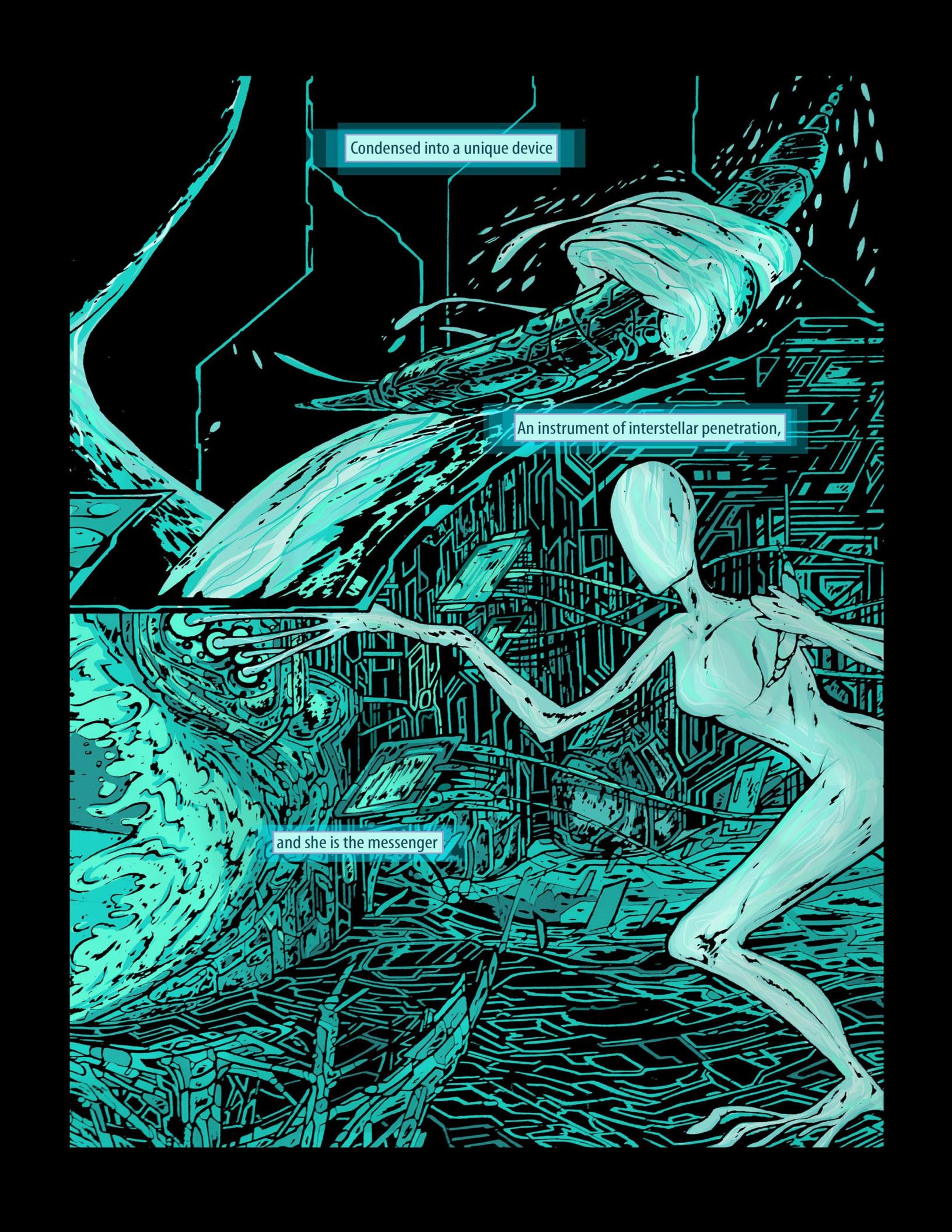
I want sleep

I want the warmth of chemical embrace



Outside of time and inside of space,  
an alien watches and waits.....

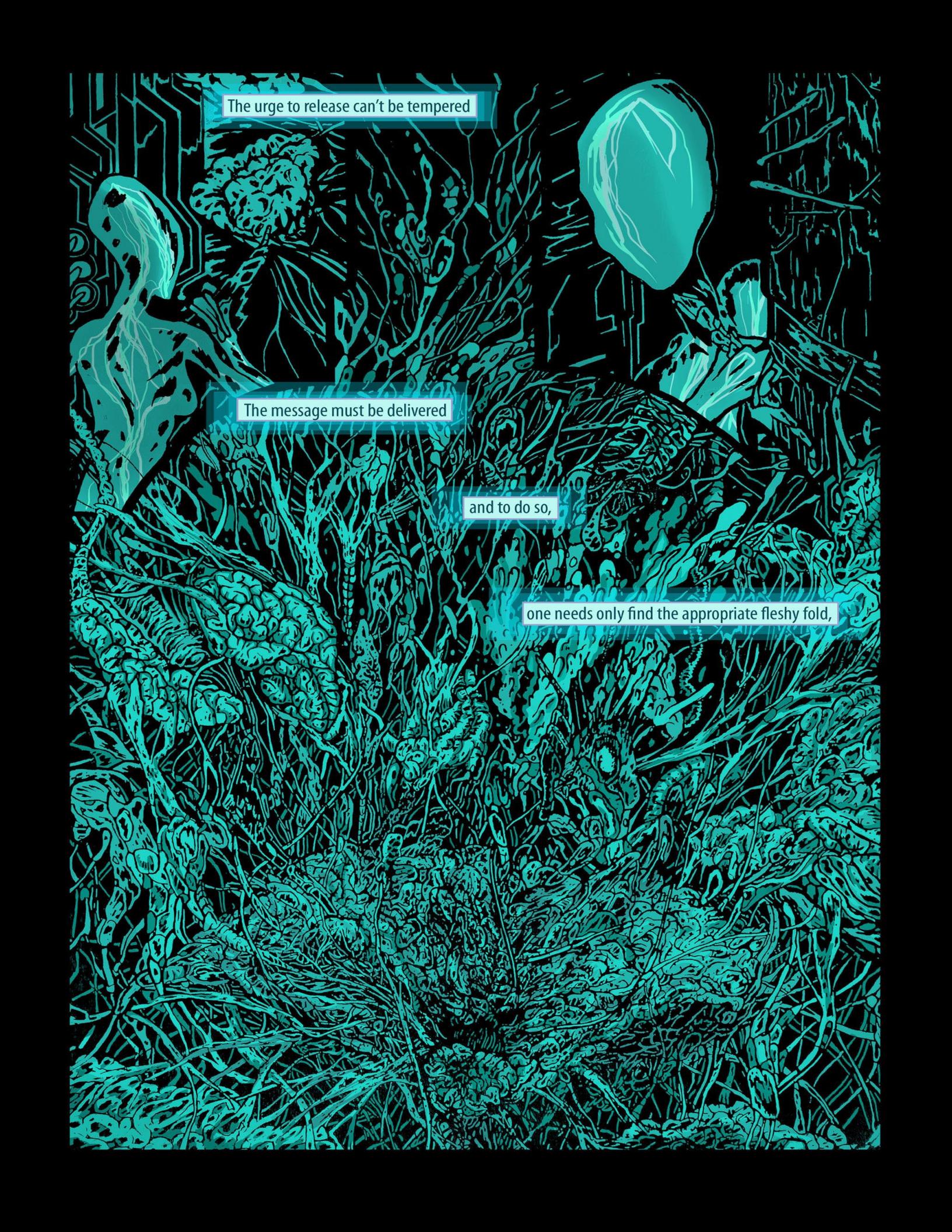




Condensed into a unique device

An instrument of interstellar penetration,

and she is the messenger



The urge to release can't be tempered

The message must be delivered

and to do so,

one needs only find the appropriate fleshy fold,



and plunge deep inside

A rush of raw emotion straddles the void,

and in an instant,

a multitude of beings begin to receive  
the strangest of thoughts and dreams...

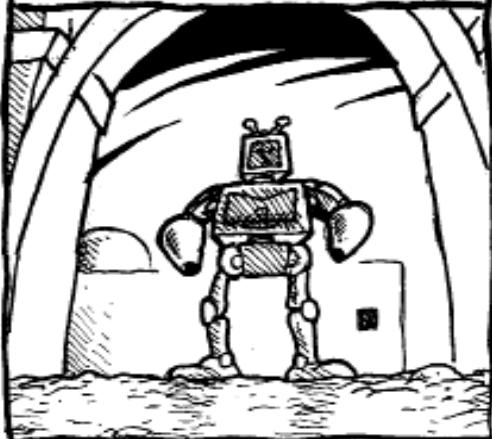
vivid nightmares and panicked future memories

# ECSTASIES OF WAR, CASUALTIES OF LOVE

IN A DESERT OUTSIDE OF SECTOR E3  
LIES A HIDDEN COMPOUND.



IT WAS ONCE A LEGIT  
MILITARY BASE FOR THE  
WORLD ARMY.

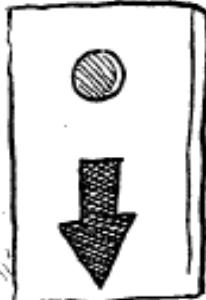


NOW, IT IS HEADQUARTERS OF THE WORLD'S MOST TECHNO-SAVVY CRIMINAL - CAPTAIN CRUEL.

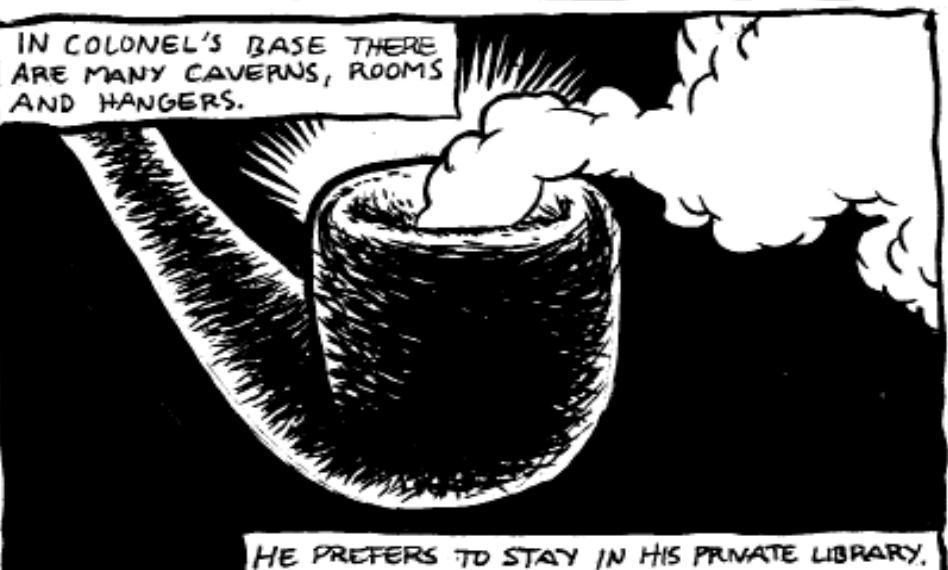
HE KEEPS HIS  
WHEREABOUTS  
SECRET BEHIND  
INVISIBILITY SHIELDS,  
RADAR SCRAMBLERS  
AND SPACE ALTERING  
ENERGYFIELDS.

AS A COMIC BOOK AUDIENCE WE GET TO  
A SPECIAL OMNISCIENT TOUR.

THIS ELEVATOR LEADS DOWN  
TO THE REST OF THE BASE.



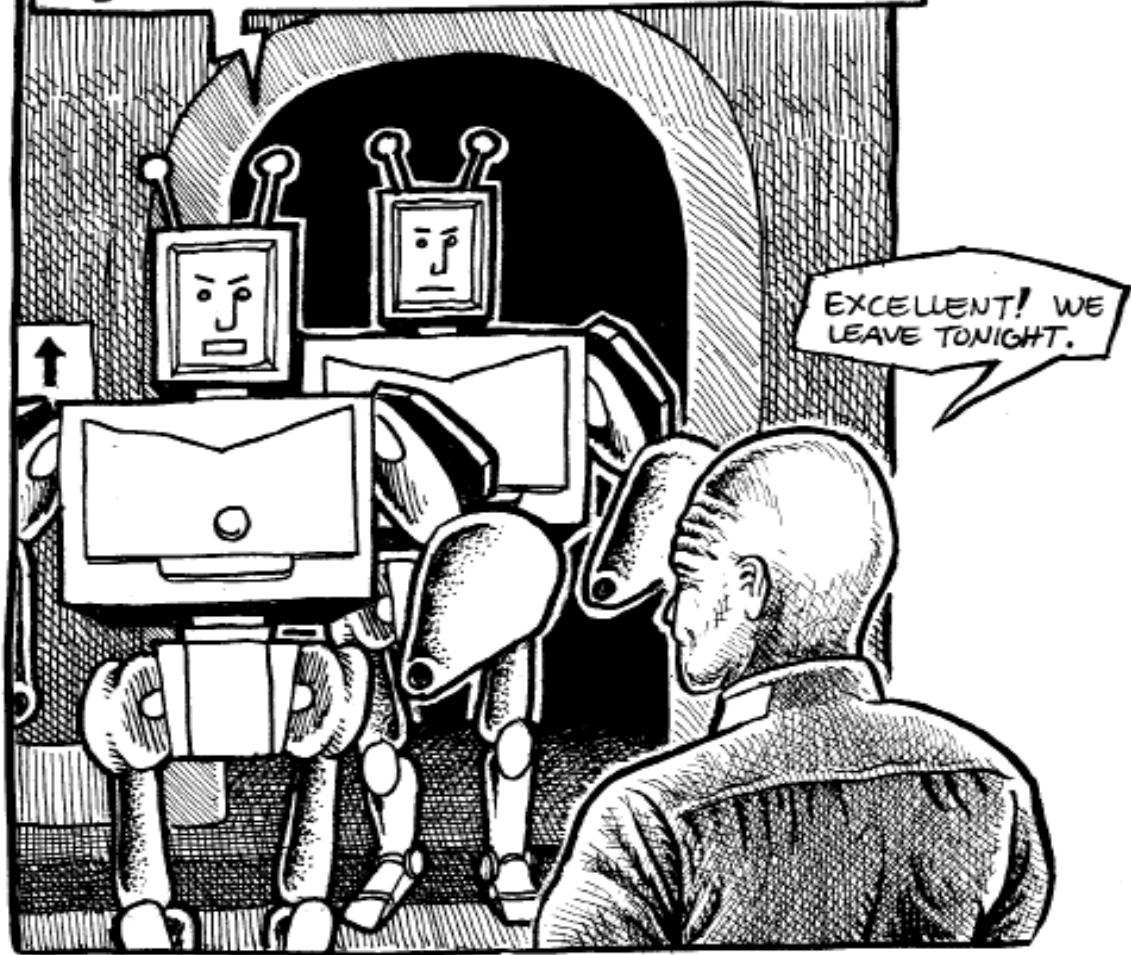
IN COLONEL'S BASE THERE  
ARE MANY CAVERNS, ROOMS  
AND HANGARS.



80 PERCENT OF THE BASE  
IS UNDERGROUND, IN FACT.

HE PREFERENCES TO STAY IN HIS PRIVATE LIBRARY.

READY TO PROCEED  
WITH MISSION PLANS, SIR!



BUT... I THOUGHT WE WOULD GET  
SOME ALONE TIME TONIGHT. YOU SAID-

WORK BEFORE PLEASURE, LAURA.

NOW IF YOU EXCUSE ME...



HE IS A STRANGE MAN, ECCENTRIC  
AND MISANTHROPIC WITH A LOVE FOR WAR.

IT IS ONLY TO THE SOUNDS OF SOLAR BARQUE  
CLASSICS THAT COLONEL CRUEL FINDS SOLACE.

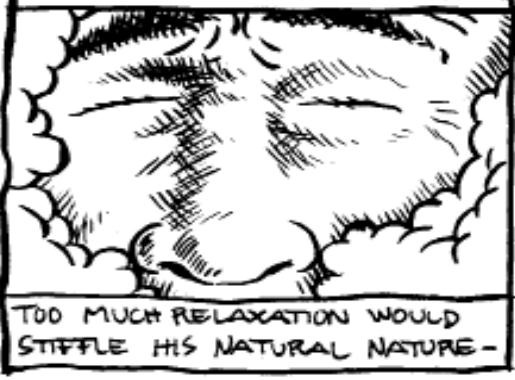


FOR ALL OF THE UNCONTROL-LABLE THOUGHTS AND FEELINGS RAGING THROUGH HIM, SUCH MUSIC CREATES A SPACE FOR HIM TO RELEASE WORRY.

SUCH RELAXATION TIME IS SHORT LIVED, WHICH SEEMS A PITY.



FOR THE COLONEL IT'S BETTER THIS WAY.



TOO MUCH RELAXATION WOULD STIFLE HIS NATURAL NATURE -

THAT'S ENOUGH OF THAT FOR NOW...

BLIB!

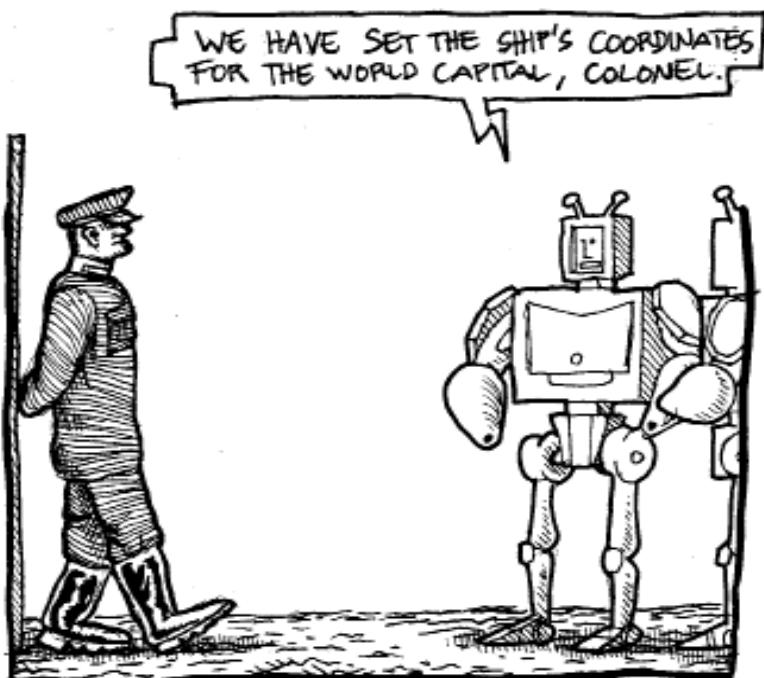
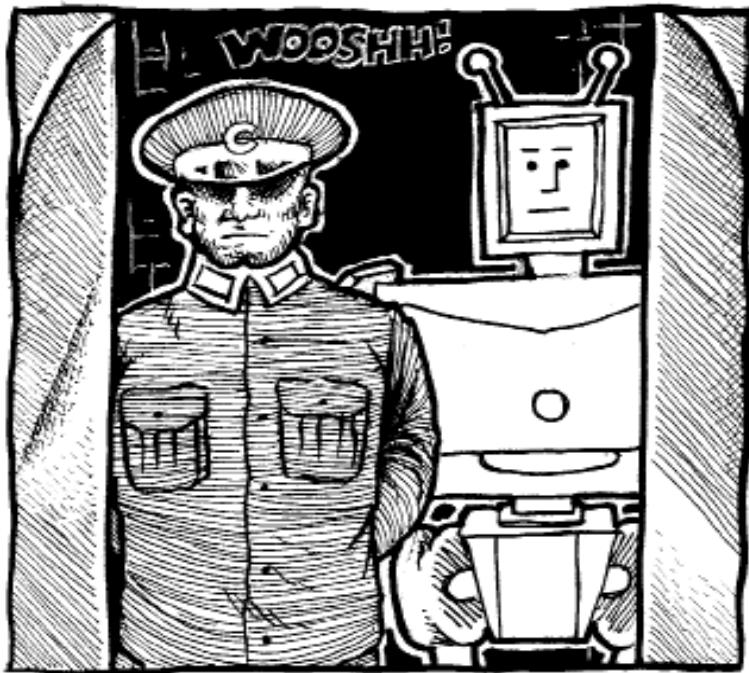


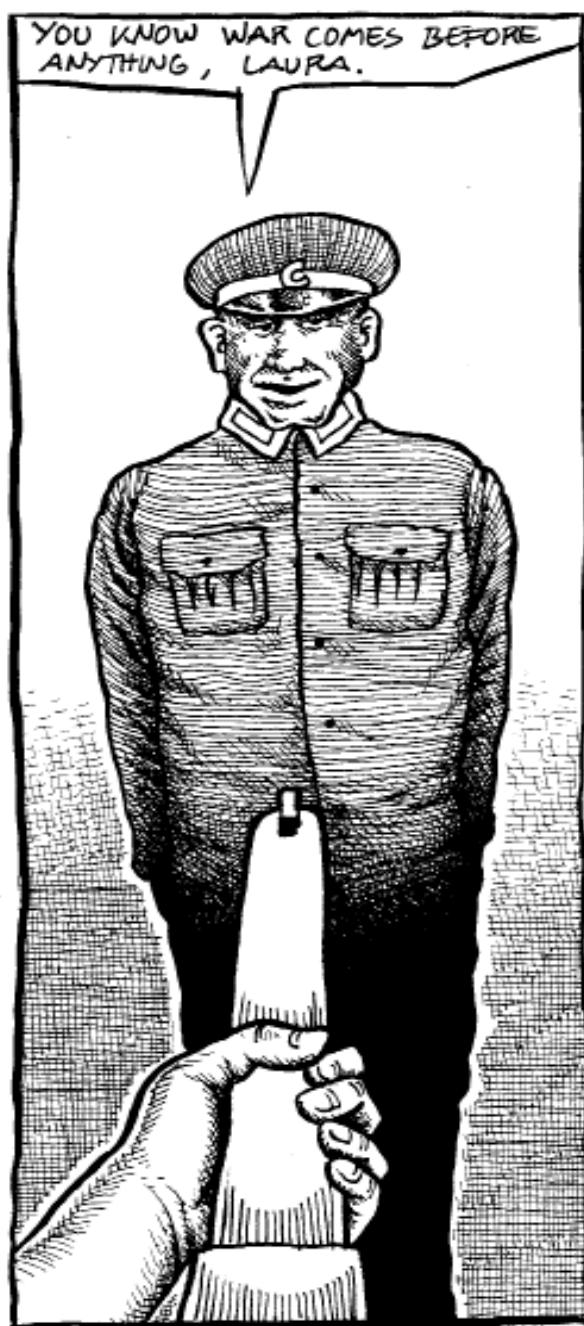
HIS CRUEL NATURE.

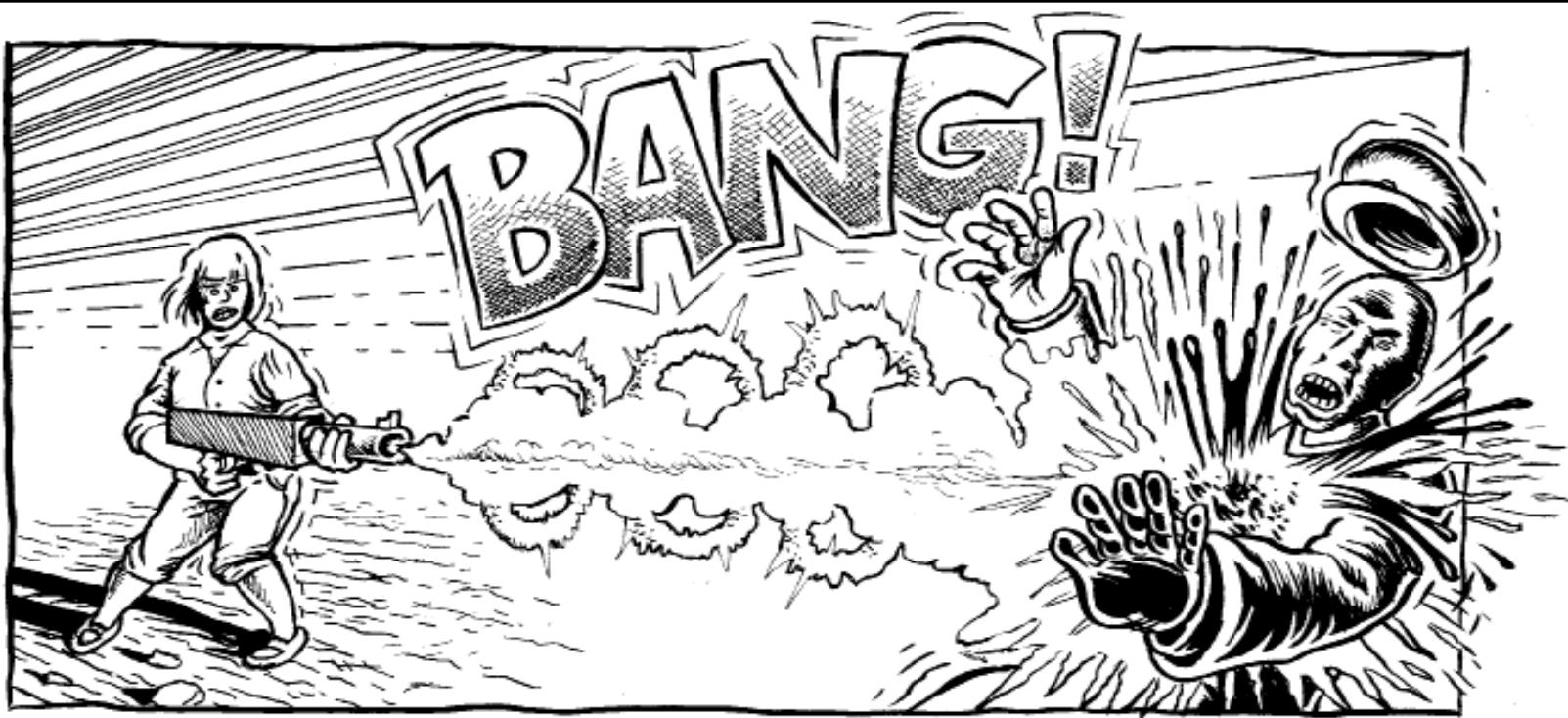
LAURA IS LATE WITH MY COFFEE AGAIN...

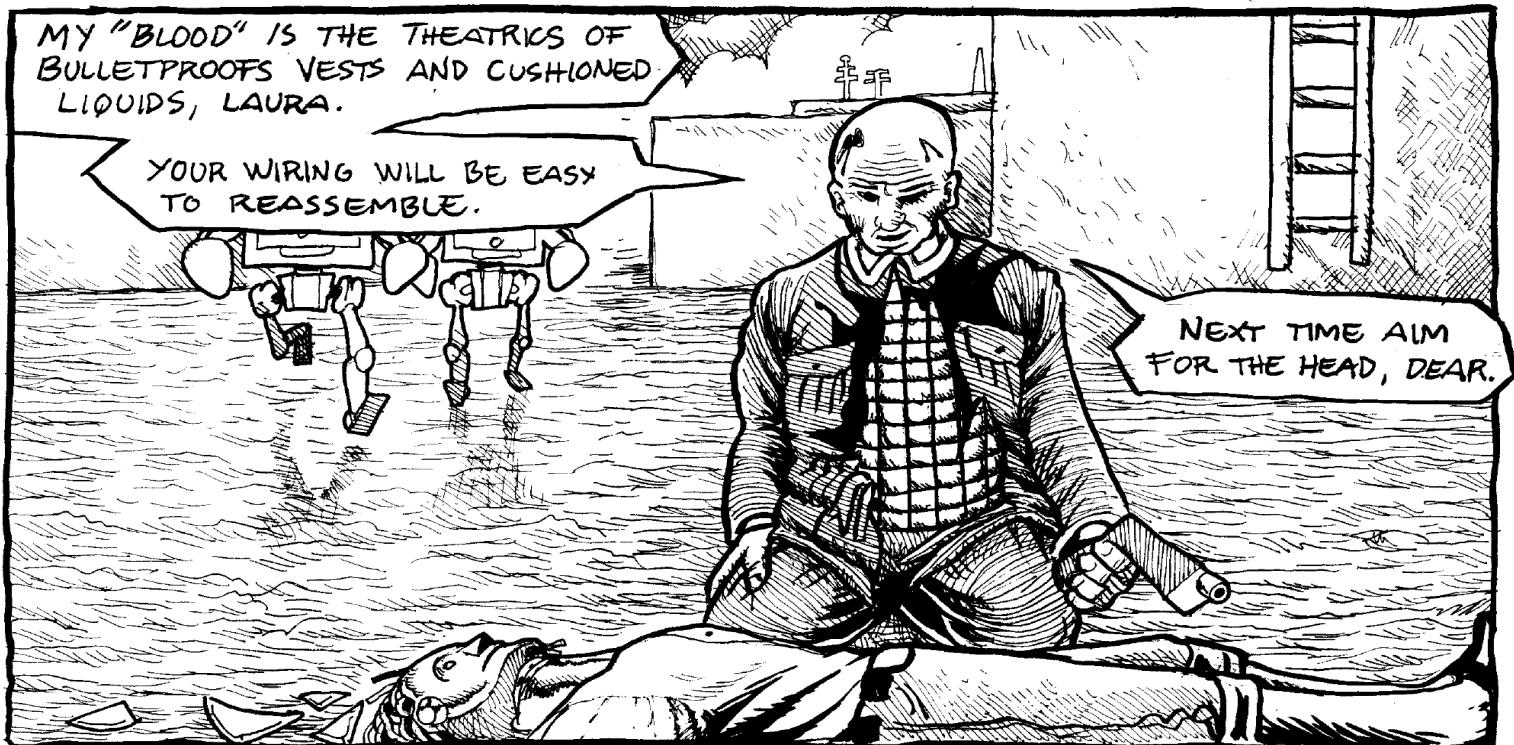
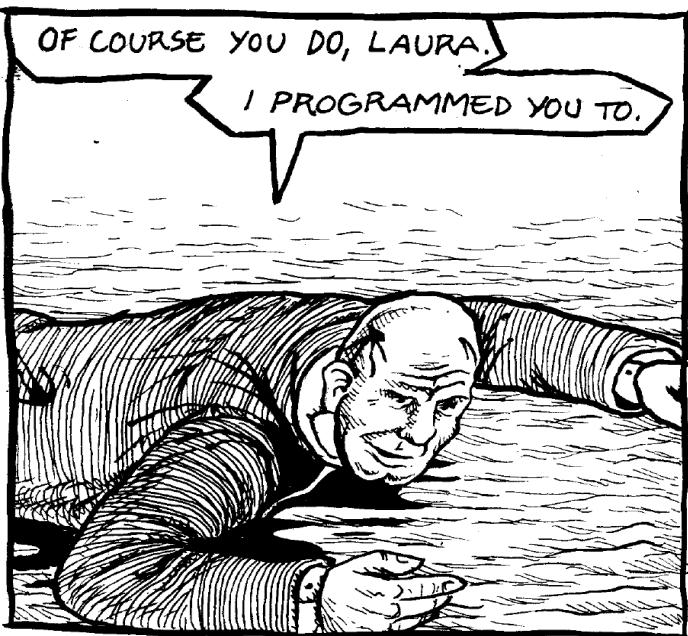








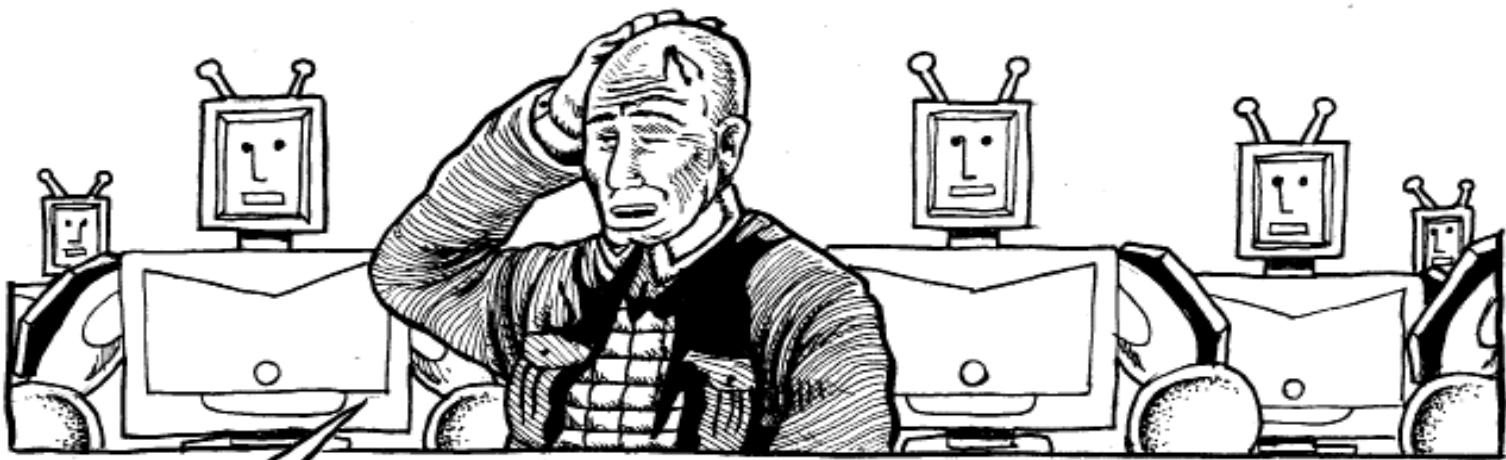




DO YOU NEED ASSISTANCE, SIR?

SHE HAD A MALFUNCTION. PROGRAMMED WITH TOO MUCH EMOTION.

I MUST ADMIT, HOWEVER.

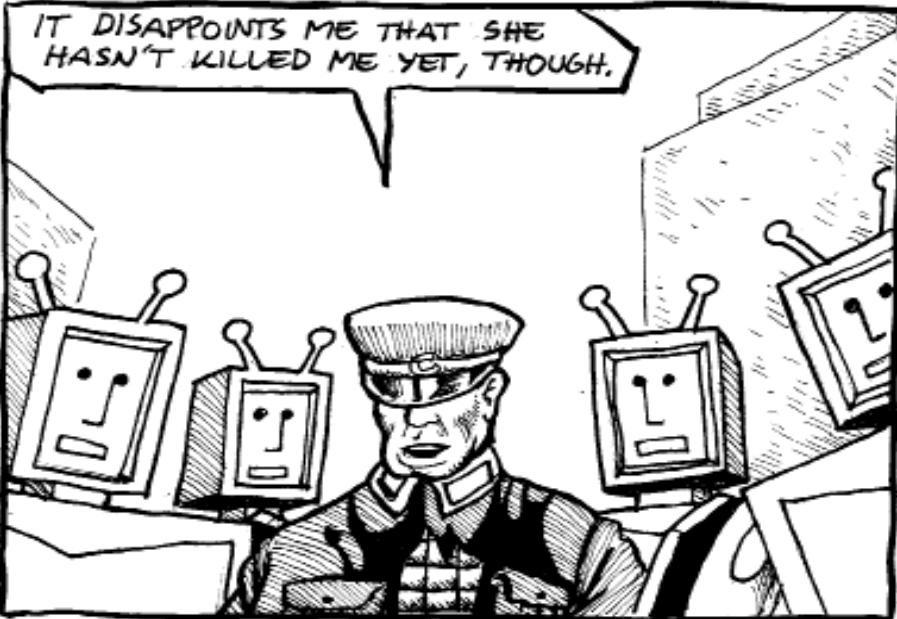


HER MALFUNCTIONS EXCITE ME MORE THAN ANYTHING.

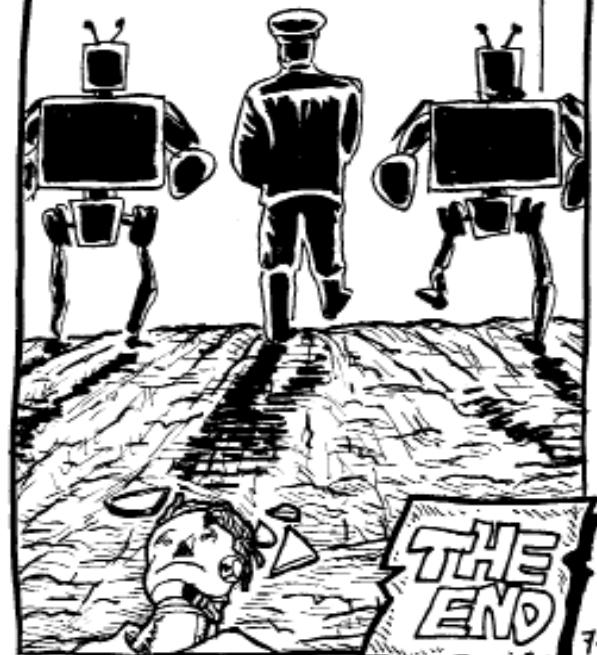
IT'S RARE ANYONE CHALLENGES ME.

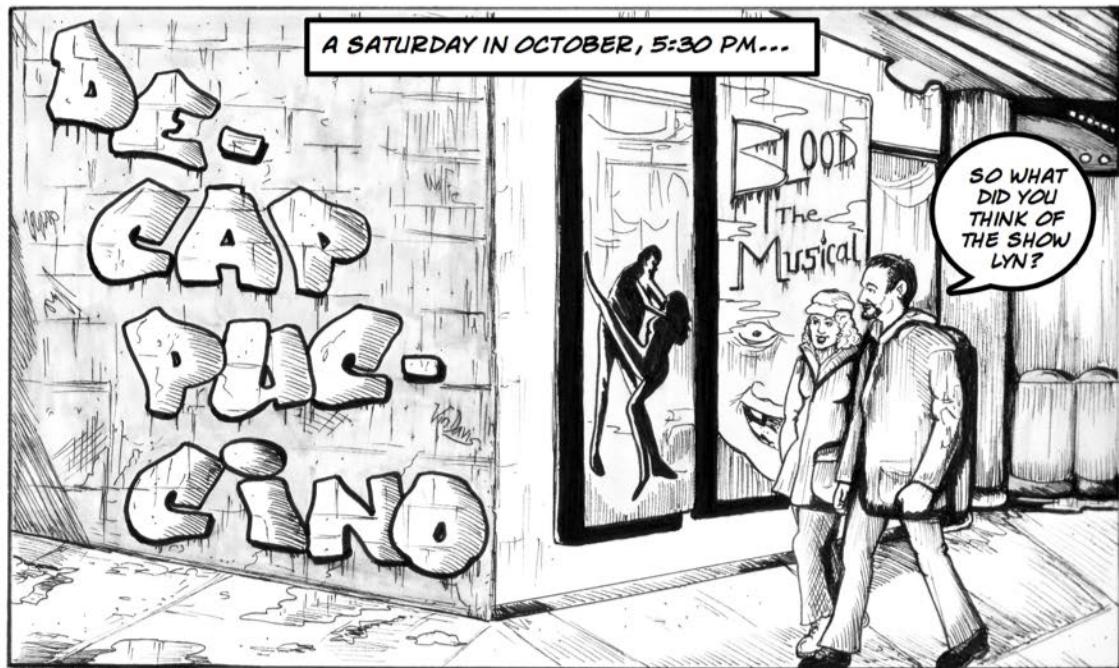


IT DISAPPOINTS ME THAT SHE HASN'T KILLED ME YET, THOUGH.



MAYBE NEXT TIME.  
OFF TO WAR WE GO.

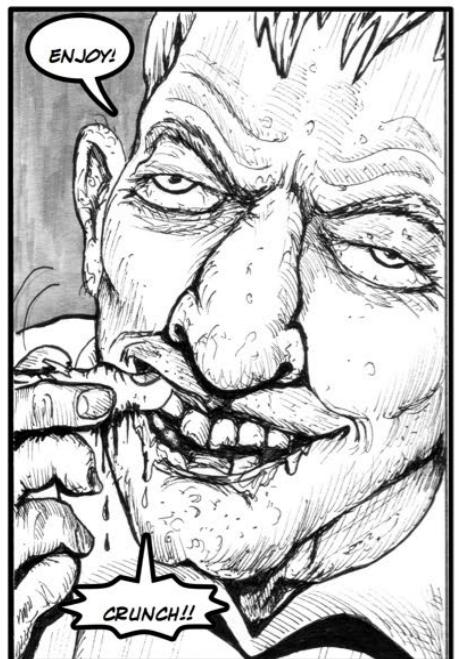




STORY BY JEFF EDMOND

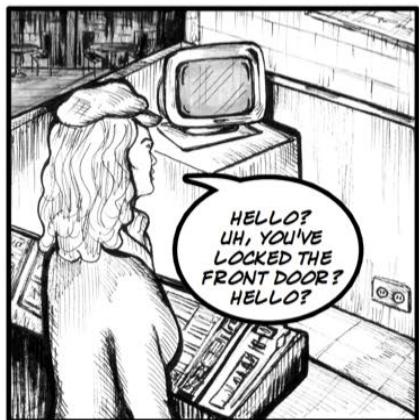
ART AND ADAPTATION BY VIN DAVIS













# BLOOD FOR STONE



Swann XII

DEEPER STILL WE GO.

THE WEIGHT OF THE  
MOUNTAIN DEADENS ALL  
THOUGHT AND SOUND.

ABOVE AND BEHIND, THE  
WORLD WE KNOW DIMINISHES.

IN THE DARKEST DARK,  
OUR NIGHTMARES CROWD US...  
PRESS AGAINST THE STONE  
LOOKING FOR A WAY OUT.



BUT THERE IS NO  
PASSAGE TO FREEDOM.

OUR NIGHTMARES,  
THEY ARE TRAPPED...



...TRAPPED IN HERE WITH US.



IT'S OLD  
ARAMAIC. SOME OF  
THE CHARACTERS ARE  
FOREIGN TO ME.

I CAN  
ONLY MAKE OUT  
FRAGMENTS.

'THOU SHALL...  
SNARE HIM...'

'...AND BIND  
HIM... TO THE  
STONE.'

'BY THEIR  
WILL... AND KEEP...  
HIM...'

OR I  
COULD BE  
WRONG.

WE WILL  
PAUSE TO  
REST.







# Special Thanks and Credits!

## Special Thanks and Credits

Cover art by Brian McCraine as well as pages 1, 38, 10, 12-13.

The Rising Comic on Pages 18-55 is by: Matt Stevens is best known for his award winning short film, OBSESSIONS: The Bryan Rearden Story. Since turning his attention to writing, Stevens has had a number of his screenplays options and recently saw his martial arts comic book, The Kung-Fu STAR, published in Europe by BUDO Magazine. Recently Stevens wrote, produced and directed five short films in six months, all of which had substantial festival play.

Right now Stevens is guiding comic book start-up SNAP COMICS, writing their entire line-up, due in 2013. Among them will be The Kung-Fu STAR, Killing Time, The Rising and their flagship title, Vengeance.

Stevens resides in New York City.

Pages 112-117:

Lars Kramhoft

Writer & graphic artist

Portfolio & blog @ [RARE SIGHTINGS](#)

Inmate at Open Workshop [http://www.animwork.dk/en/open\\_workshop.asp](http://www.animwork.dk/en/open_workshop.asp)

Connect with me @:

<http://twitter.com/#!/LarsKram>

<https://www.facebook.com/larskramhoeft>

Illustrations on Pages 125-128 all belong to Mike Walton of "False Positive"

[falsepositivecomic.com](http://falsepositivecomic.com)

Pages 131-141: "Shattered Glass" comic

SHATTERED GLASS

Backstory of Bastien Waltz

Author: Ryan J. Machaczek

Summary: Bastien Waltz is going through the worst times of his life. He was thrown out of a window of a two-story building. It has been said that all your life passes before your eyes in your time of dying. Since he's not really dying there only passes the most memorable moments of his life in his mind. And since his mind is twisted and broken down almost in the same way

as shattered glass all around him, this path across his life isn't any pleasure.

Artist Bio:

Ryan J. Machaczek

23.7.1989, Prague, Czech Republic

- Graduated on Private High school of advertising creations and art - Michael.
- Specialization in creating comics, short animations, single images.
- Work on personal comic projects, but also as single steps (linearts, flats, shadows) co-worker.
- Work on illustrations for Czech fantasy and sci-fi magazine

Pages 111-119: Showdevils

Crosier is best known as the wood-burning artist behind the “Bartholomew of the Scissors” series and the writer and illustrator of the “Distortions Unlimited” comic book series. Distortions Unlimited is a Colorado-based animatronic company featured on the Travel Channel’s television series, “Making Monsters.” Both Crosier and The Engima have been featured on the show.

Karl Christian Krumpholz has been working as a writer and illustrator in the comic book industry for many years. He is best known for his stylized illustration, working on the “Byron” series for Slave Labor Graphics, as well as “Vincent Price Presents.”

Mother Mind Studios will be self-distributing the Show Devils Comic book at [www.mothermindstudios.com/comics](http://www.mothermindstudios.com/comics). Interested retail and wholesale outlets or press should contact [dan@mothermindstudios.com](mailto:dan@mothermindstudios.com) for more information.

Pages 180-188

The story is called Ecstasies of War, Casualties of Love. It stars a villain from my aghoriverse named Colonel Cruel and is one of other comic stories that will appear in my comic anthology called:

Aghoriverse Presents Super Inc. Villain’s Edition: Volume 1

For this Colonel Cruel story, I am the writer, aghori Shaivite, and the artist and Letterer is Friman Eemil

My website is [www.aghoriverse.com](http://www.aghoriverse.com) and my Deviantart is [aghorishaivite.deviantart.com](http://aghorishaivite.deviantart.com)

Eemil’s Deviantart is [Memmil.deviantart.com](http://Memmil.deviantart.com)

Pages 189-195: Decapuccino

Bio

Vin Davis is a comic book illustrator, writer and editor for END TIMES published by HorrorGeddon Comics ([www.horrorgeddoncomics.com](http://www.horrorgeddoncomics.com)).

His work has appeared in [www.defenestrationmag.net](http://www.defenestrationmag.net), 69 flavors of Paranoia #12, and Laugh Riot published by Flophouse Comics. For a complete catalog of published and unpublished work and to hire him for freelance work Vin can be contacted at: [www.freelanced.com/vincentdavis](http://www.freelanced.com/vincentdavis). He can also be reached at [vdavistudio@aol.com](mailto:vdavistudio@aol.com)

Blood and Stone comic, Pages 196-202

Kenton Daniels is an aspiring comic creator born and raised in the Appalachian stronghold of District 12. He served his nation proudly in the bars and discos of Europe during the late eighties, studied anthropology at Public College, and is currently employed as a librarian. He spends his free time reading comics, Game of Thrones, Book 4(will it ever end?), and caring for an invalid cat and half smart dog. Kenton has worked on a few projects for Bluewater Productions. Blood for Stone is his first independent project.

## Bio

Vin Davis is a comic book illustrator, writer and editor for END TIMES published by HorrorGeddon Comics ([www.horrorqeddoncomics.com](http://www.horrorqeddoncomics.com)).

His work has appeared in [www.defenestrationmag.net](http://www.defenestrationmag.net), 69 flavors of Paranoia #12, and Laugh Riot published by Flophouse Comics. For a complete catalog of published and unpublished work and to hire him for freelance work Vin can be contacted at: [www.freelanced.com/vincentdavis](http://www.freelanced.com/vincentdavis). He can also be reached at [vdavistudio@aol.com](mailto:vdavistudio@aol.com)

# THE GOLDEN AGE OF CHEESE



Comic Books weren't always cool or interesting or thought provoking. There was about fifty years of cheese before comics started taking themselves seriously. Until then they were considered to be just for kids and from the 1920's to the 70's, there were some pretty hilarious storylines like Rainbow Costume Batman or Superman being a dick. Lois Lane turning into various creatures, Jimmy Olsen going on all sorts of wild adventures and then the comic book/product placement books of the 80's which were always fun. So this is a tribute to cheese. In the days when a boner was a mistake and "Gee Gosh Golly!" was a swear. Enjoy!

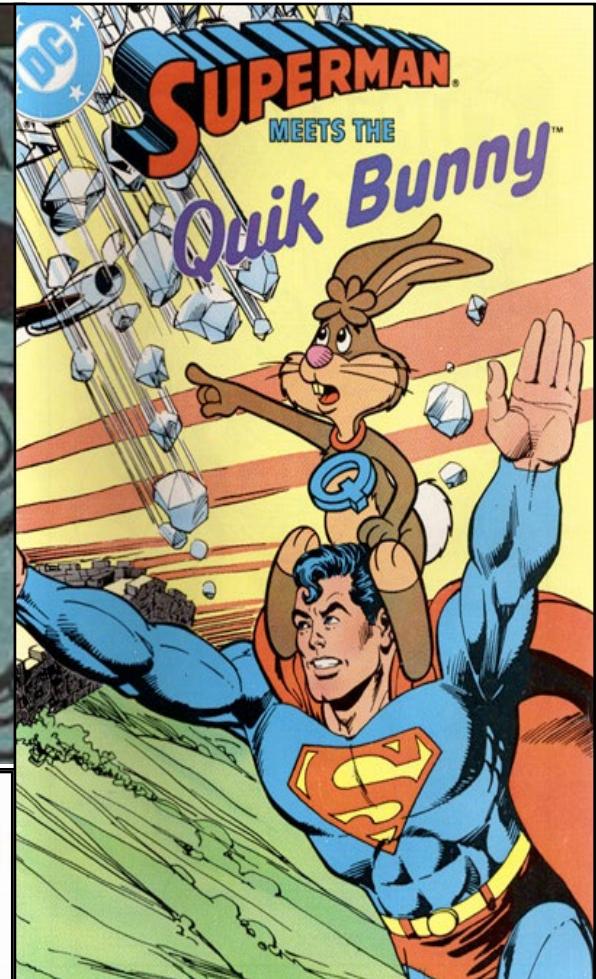


MEANWHILE, AT THE JOKER'S HIDEOUT...

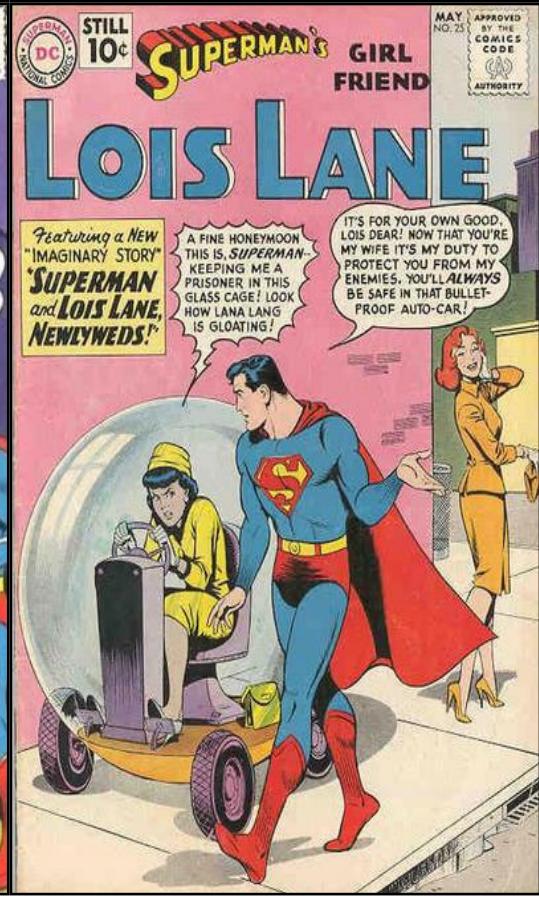
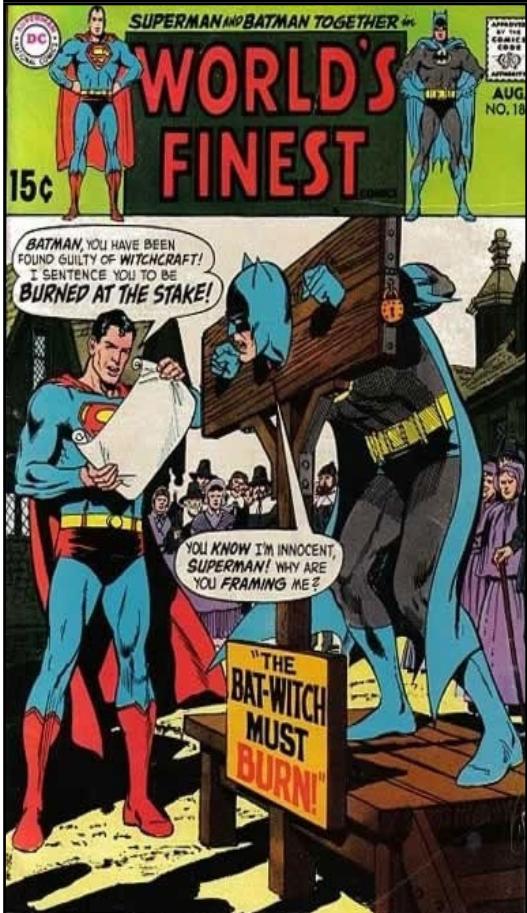
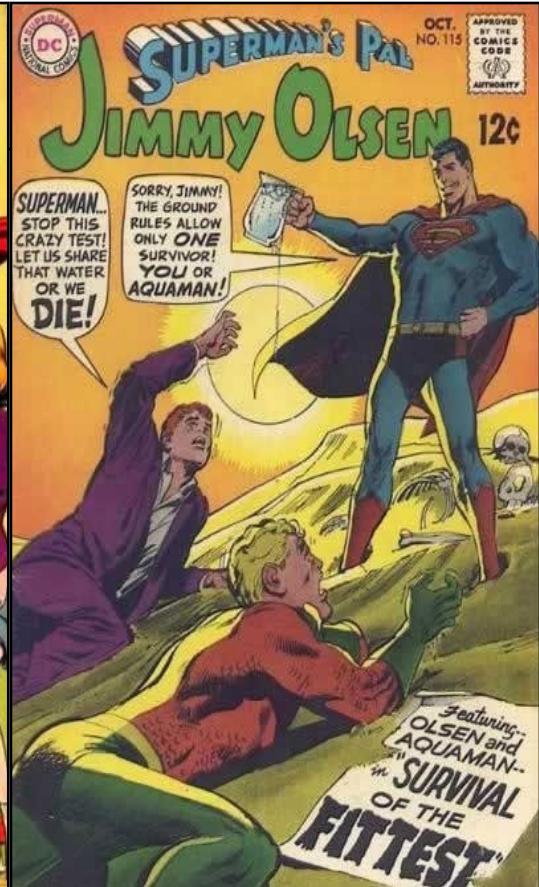
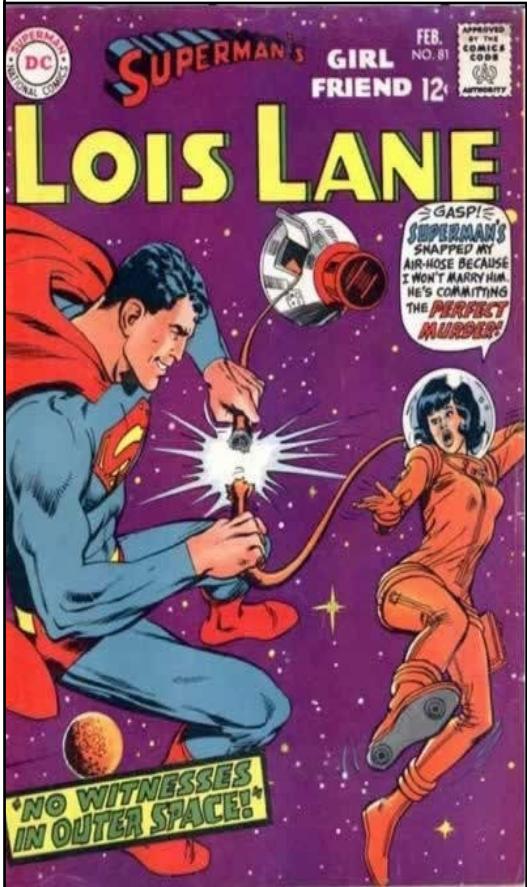
SO! THEY LAUGH AT MY BONER,  
WILL THEY?! I'LL SHOW THEM!  
I'LL SHOW THEM HOW MANY  
BONERS THE JOKER CAN  
MAKE!



YES -- IT'S BITNER, YOUR DEAD  
PARTNER,-- REVIVED LIKE A  
ZOMBIE BY THE GREAT MENTAL  
POWER OF THE BRAIN-BAT THAT  
HIS SLIPPED IN TO TAKE OVER  
HIS BRAIN AND BODY!



# Why is Superman such a dick?





Art by Vince Colletta Studio

Color by Allen Freeman



[mitchoconnell.blogspot.com](http://mitchoconnell.blogspot.com)

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